

# PRIMA<sup>®</sup> OFFICIAL GAME GUIDE

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# POKÉMON<sup>®</sup>

FIRE  
RED  
VERSION

LEAF  
GREEN  
VERSION



The Pokémon Company

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# POKÉMON

## LEAF GREEN VERSION FIRE RED VERSION

PRIMA Official Game Guide

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### Contents

Introductions and Essentials .....	2
Walkthrough .....	8
Pokédex .....	90
Appendix .....	156



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## Pokémon Red and Blue, Take 2!



FireRed

Welcome to Prima's official guide to *Pokémon FireRed* and *Pokémon LeafGreen*. Here is all the info you need to make the most of the newest entries in the world's most popular monster-breeding/fighting/adventuring series.

For those of you who are new to the franchise, *FireRed* and *LeafGreen* are updates of the first two Pokémon titles: *Pokémon Red* and *Pokémon Blue* for the Game Boy® Color. Featuring updated gameplay,



LeafGreen

graphics, and more Pokémon than you can throw 300+ Poké Balls at, this new addition to the *Pokémon* family is packed with enough content to keep you playing for months.

Why there are two games? Each title has specific Pokémon who aren't available in the other version. Elsewhere in this guide is a list of which ones are available only in *FireRed* or *LeafGreen*. So without further ado, let's catch 'em all!

## Using This Guide

This guide contains four main sections:

### Game Essentials

This first section covers the basics and gives you a head start when you delve into the depths of all this game has to offer. It covers general gameplay and introduces the concepts you need to know throughout the game.

### The Walkthrough

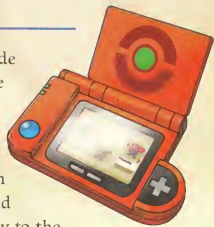
This section, packed with maps, leads you through the basic Pokémon quest, taking you from your humble origins in Pallet Town to the final showdown with the Elite Four...and beyond.

### CAUTION

The walkthrough is designed to take you through the game with as few spoilers as possible so that the game's surprises aren't ruined as you flip through this guide. However, the Pokédex and Index sections feature information that might affect your overall enjoyment of the game—so read carefully.

### The Pokédex

The Pokédex section in this guide contains 251 Pokémon from the wilds of *FireRed* and *LeafGreen*. You can have up to 386 Pokémon from the *Ruby*, *Sapphire*, and *Colosseum* games on one Game Pak by linking up and trading Pokémon. For those new to the series, the Pokédex is a mini-computer that stores information on all the Pokémon you've captured (or traded, bred, or evolved).



### The Index

The Index contains tables with information on TMs, HMs, and Berries, and where these can be found, their stats, and more. Be warned: Flipping to this section before playing through the game can reveal spoilers!

## Tips, Notes, and Cautions

### TIP

These Tip boxes give you important pointers that aid you in your quest throughout the game(s). Pay attention to these as they provide important details.

### NOTE

Notes are helpful as general reminders and may also inform you of some small fact, not related to gameplay, that enhances your enjoyment or clarifies a topic.

### CAUTION

Cautions are important because they warn you of upcoming threats, problems, or issues of a game-ending or game-impairing nature that you may encounter. Pay close attention to these!

## Paper, Rock, Scissors...and Electric?

### Pokémon Types

NORMAL	FIRE	WATER
GRASS	ELECTRIC	ICE
FIGHTING	POISON	GROUND
FLYING	PSYCHIC	BUG
ROCK	GHOST	DRAGON
DARK	STEEL	



Water versus Fire = bad news for Fire

There are 17 types of Pokémon, with many who belong to two types. These exist to give the game a hierarchy for determining damage in combat.

While the act of combat is straightforward in *FireRed* and *LeafGreen*, some things are important to note: Chief among them is how various Pokémon types match up against one another.

The most effective way to play the game is with a well-balanced party made of six of the sixteen Pokémon types (bearing in mind that many of the Pokémon belong to two types). This way you are always equipped to take advantage of *Pokémon's* paper-rock-scissors style gameplay.

Each type of Pokémon has strengths and weaknesses versus other types, with appropriate damage multipliers applied accordingly. For example, while a Fire-type Pokémon may be very effective against a Grass-type, Water will have the same damage multiple effect against Fire. Thus succeeding in battle comes down to matching Pokémon type for type. The well-balanced party has enough Pokémon straddling each category that you always have some Pokémon capable of causing your opponent devastating damage.

The following tables show how the various matches shake out. Damage can go as high as 4x if a Pokémon is comprised of two classes that would each normally take 2x damage from a specific type. For example, a Pokémon that is both Steel and Electric would be very vulnerable to Ground-type attacks.

## Damage Multiplier Table

### Condition

### Multiplier

Move is the same type as Pokémon	1.5x
Move is effective against opponent's type	2-4x
Move scores a Critical Hit!	2x
Pokémon has an Item that raises the move's Strength	1.1x
Rain Dance or Sunny Day effects (depending on move)	1.5x or .5x

## Single-Type Pokémon Move Type Compatibility

	Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal	—	—	—	—	—	—	—	—	—	—	—	—	▲	X	—	—	▲
Fire	—	▲	▲	●	—	●	—	—	—	—	—	●	▲	—	▲	—	●
Water	—	●	▲	▲	—	—	—	—	●	—	—	—	●	—	▲	—	—
Grass	—	▲	●	▲	—	—	—	▲	●	▲	—	▲	●	—	▲	—	▲
Electric	—	—	●	▲	▲	—	—	—	X	●	—	—	—	—	▲	—	—
Ice	—	▲	▲	●	—	▲	—	—	●	●	—	—	—	—	●	—	▲
Fighting	●	—	—	—	—	●	—	▲	—	▲	▲	▲	●	X	—	●	●
Poison	—	—	—	●	—	—	—	▲	—	—	—	—	▲	—	—	—	X
Ground	—	●	—	▲	●	—	—	●	—	—	X	—	▲	●	—	—	●
Flying	—	—	—	●	▲	—	●	—	—	—	—	●	▲	—	—	—	▲
Psychic	—	—	—	—	—	—	●	●	—	—	▲	—	—	—	—	X	▲
Bug	—	▲	—	●	—	—	▲	▲	—	▲	●	—	—	—	—	●	▲
Rock	—	●	—	—	—	●	▲	—	▲	●	—	●	—	—	—	—	▲
Ghost	X	—	—	—	—	—	—	—	—	—	●	—	—	●	—	▲	▲
Dragon	—	—	—	—	—	—	—	—	—	—	—	—	—	—	●	—	▲
Dark	—	—	—	—	—	—	▲	—	—	—	●	—	—	●	—	▲	▲
Steel	—	▲	●	—	▲	●	—	—	—	—	—	—	●	—	—	—	▲

● = 2x damage

▲ = 1/2 damage

X = It has no effect

## Catch 'Em All!

If there's an overriding reason for many people to play the *Pokémon* games, it simply boils down to collecting each and every creature in the game. To that end, there are several ways to collect them all. Read on to learn precisely how.

### Tall Grass



The first, and most common, place you'll find Pokémon in is the Tall Grass. Simply wade into the soft pungent fronds and run back and forth until a battle starts up. At that point

you can begin the process of adding Pokémon to your Pokédex through normal battles. Whittle the Pokémon down to as close to fainting as possible, then hurl a Poké Ball and hope for the best!

### Tools of the Trade: Poké Balls

There's only one way to catch a wild Pokémon and that's via the Trainer's tool of choice: the Poké Ball! Poké Balls come in various types, each with specific traits.

The shops scattered about Kanto sell three types of Poké Ball: standard Poké Balls, Great Balls, and Ultra Balls. Each is slightly more expensive than the previous one, and each one is successively more efficient.

That being said, luck plays a very large part in how effective a Poké Ball can be in a given situation. While you might surmise that Ultra Balls are the best in every situation, it isn't always so.

Your best bet is to learn through experimentation which works best for you. After all, there's no need to lay down the big bucks for Ultra Balls if a regular of Poké Ball does the trick.



### NOTE

In addition to these three kinds of Poké Balls, there are two more kinds you'll run into during your adventure. Details on those are covered in the Walkthrough section where you come across them in the game.

### Fishing



Though you won't be able to do it until you have gotten a little way into the game, fishing is a great way to catch those elusive, Water-type Pokémon. Throughout the

game you come across three rod types: Old, Good, and Super. The Old Rod isn't worth much and it's likely you'll only manage to catch a very healthy crop of Magikarp. However, the latter two rods come in very handy. To fish, all you need is a rod and some water. Simply walk up to a shore, river, or lake and use the rod of your choice. Once you get a "hit," you are launched into battle against whatever Pokémon you hooked. From there, it's business as usual with a Poké Ball.

### Surfing



To catch Pokémon while surfing, you first need to acquire HM03 Surf. After you do this, you just need a compatible Water-type Pokémon. Then, once you've

taken to the sea on its back, it's precisely the same as wading through the Tall Grass...only wetter!

### Evolving



Most Pokémon have at least one other form they turn into after they've gained sufficient experience. This is the easiest way to add Pokémon to your Pokédex, and you'll probably be surprised at how quickly your collection begins to grow after a few Pokémon start changing into their more powerful forms. For example, Bulbasaur (depicted here) automatically turns into Ivysaur when it reaches Level 16; then it evolves once more into Venusaur, when it reaches Level 32. So, in the end, catching just one Pokémon nets you three Pokédex entries—you can't beat that!

## Trading

One of the most fun (and only) ways to collect a large quantity of Pokémon is via Trading with other *FireRed* and *LeafGreen* players or from *Pokémon Ruby*, *Sapphire*, or *Colosseum*. Whether it's via Game Boy Advance Game Link® Cable or the new Game Boy Advance Wireless Adapter, you can meet your friends in the Union Room, above every Pokémon Center in the game. There you can also battle your friends or just chat!



## Evolution

While all types of catching are great for building your Pokédex, one of the best ways to get Pokémon into your collection is by evolving them.

As noted earlier, a Pokémon automatically evolves simply by gaining sufficient experience. A quick animation plays and, voilà!, you have another Pokémon at your command. (Obviously, you lose the use of its previous form.) Generally speaking, letting your Pokémon naturally evolve is a good thing; however, in some cases you might want it to stay in its current form, to get a different attack.

### NOTE

In most cases, you can catch another Pokémon to replace the evolved Pokémon; however, you'll only receive some Pokémon once (Bulbasaur, Squirtle, and Charmander are key examples). To replace them in your party (among others—see the Pokédex), you'll need to Trade.

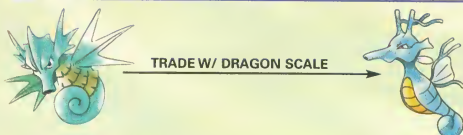
Some Pokémon won't evolve without meeting specific criteria:

### Evolve via Trade



Pokémon in this category include Graveler. You must trade it to a friend to induce its evolution into Golem.

### Evolution via Trade with an Item



Pokémon that require trading with an Item include the evolved form of Horsea, Seadra. It won't go on to its final evolution (Kingdra) without being traded with a Dragon Scale attached.

## Evolution Stones



The final special Evolution category includes those Pokémon, such as Vulpix and Pikachu, who won't evolve into their final forms (Ninetales and Raichu, respectively) without the use of a specific Evolution Stone. Simply use their respective Evolution Stones to trigger their immediate evolution.

### NOTE

See the Pokédex section for exactly when a given Pokémon will evolve to its next stage and by precisely what criteria.

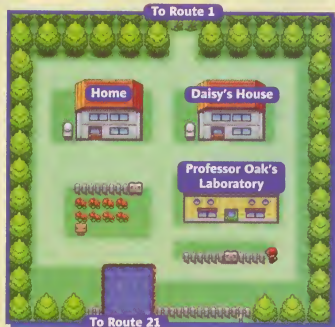
## Welcome to Kanto

Now that you've been briefed on the essentials, it's time to step out into the wilds of Kanto and begin your quest for elite status.

So buckle your belt, make sure your shoes are tied, and let's get this show on the road!



# Pallet Town



## Event 1



After creating a character, you start in your room. From here, head to the computer in the corner, fire it up, and retrieve the Potion from therein. Afterward, head downstairs and outside. (Say "Hi" to Mom, too!)

## Event 2



Proceed north to the exit of Pallet Town (toward Route 1). Professor Oak chases you down, imploring that you come to his offices with him before embarking into the dangerous countryside.

## NOTE

All Pokémon in Pallet Town are of the seagoing variety; there is no tall grass here to search.

## Event 3



In Professor Oak's lab, he offers you a choice of three different Pokémon. Choose the one you like the best. As you try to leave, you fight your first Rival Battle.

## Event 4



The first Rival Battle is easy: Hammer away at your foe with basic attacks, and he goes down quickly. If things start to go wrong for you and your new Pokémon, you have a Potion to use.



## Event 5



With that quarrel finished, it's time to leave town. Head north and proceed into the wilds of Route 1, where you begin your quest in earnest.



## Spoilers: Unfinished Business

After getting the package in Viridian City, return it to Professor Oak.

After returning the package, visit Daisy (your Rival's sister) and get the map.

Later, you'll be able to Surf to Cinnabar Island from Pallet Town's southern tip.

After you beat the game, you'll be able to return to Daisy (she's in the house north of Professor Oak) and have her cuddle your Pokémon—that's a good thing.

## Route 1

To Viridian City



To Pallet Town

### Catch Them All



Pidgey:

Common

Rattata:

Common

### Items

1 Potion

## Event 1



Not much to speak of on Route 1 yet. Because you can't catch Pokémon yet, stop and speak to the gent (1) and collect the Potion he has for you. From there, hunting and leveling are good ideas. Otherwise, continue north to reach Viridian City.

## Spoilers: Unfinished Business

This Route is a basic area, but after you earn the ability to catch Pokémon, you can find basic types such as Rattata and Pidgey in the tall grass.



## Viridian City



### NOTE

As with Pallet Town, the only Pokémon available in town are in the small western patch of water.

### Event 1



Head to the Shop and the owner will greet you and ask for your help: Could you be so kind as to deliver a package to Professor

Oak? That's the wise thing to do, so head to Pallet Town and take care of that, then make your way back to Viridian City.

### Event 2



Now that you've returned to Viridian City with your Pokédex in hand, head to the town's north edge and speak to the old fellow

standing about. While talking with him, he teaches you about catching Pokémon, then hands over the Teachy TV, which provides various tutorials. Fill out your team of Pokémon to the south and the first outer patch of grass on Route 22.

### CAUTION

Do not go beyond the first grass patch on Route 22 yet. After you build a full team of Pokémon that are all Levels 7-9, then proceed onward (Event 3).



### Event 3



Event 3 doesn't take place in Viridian City, but after you power up your small group of Pokémon (Levels 7-9 for the team is good), take Route 22 till you reach your Rival. He'll be itching for a fight. You can easily crush him due to the strength of your numbers (his Pokémon will be Level 9—all 2 of them).

## Spoilers: Unfinished Business

You'll notice the Gym to the northeast: It's inaccessible for now, but you'll be back later to deal with that. There's a bush you can Cut near the left edge of town (where the path heads to Route 22). It gives you access to an Item after you gain the HM for Cut.

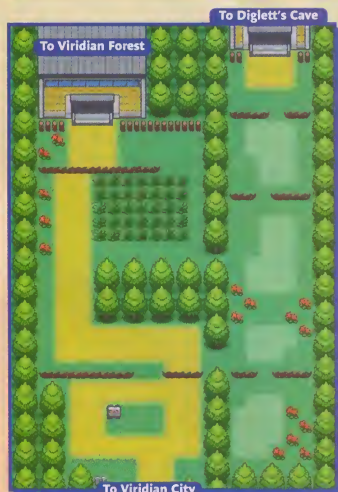
## Route 2

### NOTE

There are no events in Route 2. If you missed any of the Pokémon located here, now is a good time to catch them. Otherwise, move along to Viridian Forest.

### Catch Them All!

	Caterpie:	Common
	Pidgey:	Common
	Rattata:	Common
	Weedle:	Common



## Spoilers: Unfinished Business

Bushes block the right side of Route 2. We'll be back later to farm the other side for Items that will make life easier on another leg of our quest.



# Viridian Forest

## TIP

There are no events in Viridian Forest. Follow the Trainers on the map to the exit.



## Items

- 1 Poké Ball
- 2 Potion
- 3 Antidote
- 4 Potion

## Catchable Pokémon

	Weedle:	Common
	Caterpie:	Common
	Kakuna:	Common
	Metapod:	Common
	Pikachu:	Rare

## Trainers

- A Caterpie LV6; Weedle LV6
- B Weedle LV7; Weedle LV7; Kakuna LV7
- C Caterpie LV7; Caterpie LV7
- D Metapod LV7; Metapod LV7; Caterpie LV7
- E Weedle, LV9



## Pewter City

### NOTE

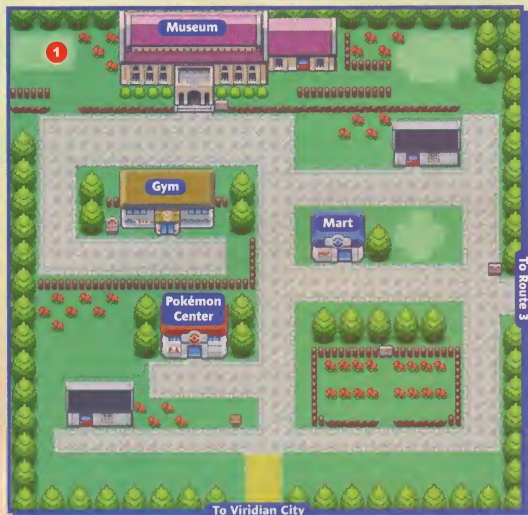
There are no Pokémon to catch in Pewter City.

### Items

- 1 Poké Ball

### Shop Items

Poké Ball:	¥200
Potion:	¥300
Antidote:	¥100
Paralyze Heal:	¥200
Burn Heal:	¥250
Awakening:	¥250
Escape Rope:	¥550
Repel:	¥350



### Event 1



There's only one event in Pewter City, but you can visit the nearby Museum for ¥50 (it doesn't get you anything, but it's interesting). The Poké Ball noted on the map is invisible, so search the area for it. You won't be able to proceed to the east till you complete the Gym Leader Battle, so head for the Gym.



## Gym Leader Battle: Brock



### CAUTION

Your Pokémon should be at least Levels 11–13 before taking on Brock (B), Pewter City's Gym Leader.



This is the first Gym Leader Battle which will score you the Boulderbadge and complete the first leg of your quest. The Boss here is Brock (B), and he can be a real toughie if you haven't leveled up your Pokémon a bit.

It's not that his Pokémon are tough; it's more that their defensive stats are high, so hammer them with your most

potent offensive attacks. Also have a clutch of Potions at the ready in case he proves too resilient.

First off, though, pummel Brock's Trainer (A) buddy to gain experience, then proceed to the man himself and let loose with your best stuff to take him down!

After defeating him, you gain the aforementioned Boulderbadge as well as the

TM Case (to hold the wonderful TMs and HMs you'll acquire) and TM39 Rock Tomb. You'll also gain the ability to use the HM Flash when you acquire that.

From here, heal up, then proceed to the east and the mysterious Mt. Moon...

### Trainers

- (A) Geodude LV10;  
Sandshrew LV11
- (B) Geodude LV12;  
Onix LV14 (Brock)

### Unfinished Business

Note the small house adjoining the museum: When you get the HM Cut, come back here to get something special.



## Route 3

### TIP

There are no Events on Route 3. Follow the map (after dealing with the assorted Trainers) to reach Mt. Moon's base!



### Catch Them All!

	<b>Jigglypuff:</b>	<b>Rare</b>
	<b>Pidgey:</b>	<b>Common</b>
	<b>Spearow:</b>	<b>Common</b>
	<b>Nidoran♀:</b>	<b>Rare</b>
	<b>Nidoran♂:</b>	<b>Rare</b>
	<b>Mankey:</b>	<b>Common</b>

### Trainers

- (A) Pidgey LV9; Pidgey LV9
- (B) Caterpie LV10; Caterpie LV10; Weedle LV10
- (C) Rattata LV11; Ekans LV11
- (D) Weedle LV9; Kakuna LV9; Caterpie LV9; Metapod LV9
- (E) Nidoran LV10; Rattata LV10
- (F) Spearow LV14
- (G) Caterpie LV11; Metapod LV11
- (H) Jigglypuff LV14

### TIP

There's an excellent chance you'll be Poisoned while fighting against these Trainers. If you don't want to constantly run to Pewter City, stock up on Antidote.

### Event 1



As you attempt to leave Pewter City and go down Route 3 toward Mt. Moon, one of Professor Oak's associates meets you. He'll have a handy Item for you. After you acquire the Running Shoes, it's off and running to deal with the Trainers along the way.

### Event 2



This gentleman (in the PC—Pokémon Center—at Mt. Moon's base) wants to sell you a Magikarp for ¥500. You could do it, but why bother when there are a million of them floating in every river and stream on Kanto? Skip it, heal up, then go to Mt. Moon!

# Mt. Moon

Entry Level (from Pewter City)



## Caught Here

	<b>Clefairy:</b>	Rare
	<b>Geodude:</b>	Common
	<b>Paras:</b>	Rare
	<b>Zubat:</b>	Common

## TIP

Follow the trail marked on the map for the quickest way out. The Trainers and Items are marked for those brave souls who must have everything.

## NOTE

The colored circles on the map link the respective ladders on each level of Mt. Moon. For example, the red circle on the Entry Level Map links to the red circle on the Exit Level Map.

Exit Level (to Cerulean City)



## Items

- ① TM09 Bullet Seed
- ② Paralyze Heal
- ③ Star Piece
- ④ Potion
- ⑤ Rare Candy
- ⑥ Escape Rope
- ⑦ TM46 Thief
- ⑧ Ether (hidden in rock)
- ⑨ Moon Stone
- ⑩ Revive
- ⑪ Moon Stone (hidden)
- ⑫ Fossils
- ⑬ Antidote

## Trainers

- A Weedle LV11; Kakuna LV11
- B Clefairy LV14
- C Sandshrew LV11; Zubat LV11; Rattata LV11
- D Magmamite LV11; Voltorb LV11
- E Caterpie LV10; Caterpie LV10; Metapod LV10
- F Oddish LV11; Bellsprout LV11
- G Zubat LV11; Ekans LV11
- H Rattata LV10; Rattata LV10; Zubat LV10
- I Geodude LV10; Geodude LV10; Onix LV10
- J Rattata LV13; Sandshrew LV13
- K Rattata LV13; Zubat LV13
- L Grimer LV12; Voltorb LV12; Koffing LV12

## TIP

Before heading into Mt. Moon, stock up on Potions and an Escape Rope, just in case.



## Event 1

Mt. Moon is barren of Events. However, after you reach the second level, you have to battle this fellow (L) for possession of one of the two fossils (Helix fossil, Omanyte, and Dome fossil, Kabuto) blocking the route ahead. Take him out, and you can choose either the Dome fossil on the left (⑬) or the Helix fossil on the right (⑫). Pick one, then head around the bend to make your way out of Mt. Moon.

## Catch 'em All!

- Rattata: Common
- Spearow: Common
- Ekans: Common (FireRed Only)
- Sandshrew: Common (LeafGreen Only)
- Mankey: Common

## Route 4



## Items

- ① TM05 Roar

## Event 1



You encounter only one minor Event on Route 4, after Mt. Moon: These two Move Tutors (A) each teach you one new move. You can pick Mega Kick or Mega Punch (or both). After

you do this, go east and into Cerulean City.

## Spoilers: Unfinished Business

You'll have to go to Route 4 after you beat the game the first time through to reach the Unknown Dungeon via the waterway running west of the Route 24's bridge.



## Cerulean City



### CAUTION

Do not journey north across the bridge unless you're well-prepared for a tough fight. If you are, skip to the "Rival Battle" section.



### NOTE

Because there is no fishing access or tall grass in Cerulean City, there are no Pokémon to catch within the city.

### Shop Items

Poké Ball:	P200
Super Potion:	P700
Potion:	P300
Antidote:	P100
Paralyze Heal:	P200
Burn Heal:	P250
Awakening:	P250
Escape Rope:	P550
Repel:	P350



### Items

- 1 Rare Candy (hidden)
- 2 TM28 Dig

### Trainers

- A Rival Battle (see "Rival Battle" section)
- B Machop LV17; Drowzee LV17

## Event 1



The Cycle Shop beckons in the lower-left. Unfortunately, because you don't have the required money (this guy can't be serious!) you have to wait till later to collect one.

## Event 2



This police officer is working a crime scene. Unfortunately, you can't go in at this time, but that won't last (see "Unfinished Business" for more info).

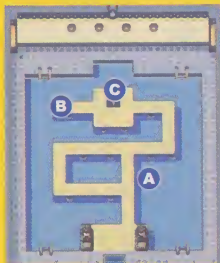
## Gym Battle: Misty

After checking out Cerulean City (and realizing that you'll need to backtrack later), it's time to hit the Gym to score your second Badge.



### CAUTION

Your Pokémon should be at least Levels 18–21 before taking on Misty (C), Cerulean City's Gym Leader.



### Trainers

- (A) Horsea LV16; Shellder LV16
- (B) Goldeen LV19
- (C) Staryu LV18; Starmie LV21 (Misty)

After dusting Misty's cohorts, it's time to take on the mistress of Cerulean City's Gym. Misty (C) won't be much trouble, provided your Pokémon match the Levels of hers (it's even easier if you have a Grass-type Pokémon

such as Bulbasaur or an Electric-type like Pikachu in your party).

If you have trouble with the first Trainer (A), you'll have issues with Misty (C) because they both wield similar Pokémon. If the first Trainer beats you, head out and travel the Route 24 and 25 portions of the quest, then come back and beat Misty (C).

Neither of Misty's Pokémon are fearsome (although they each have one nasty attack: Water Pulse), so get in there and pound on them till they're fish fry, then collect the spoils of victory: the Cascade Badge and the ability to use TM03 Cut. Heal up and head north for a...



## Rival Battle

Time for another battle with your erstwhile Rival. Depending on the Pokémon type you selected at Professor Oak's laboratory, your Rival's party will vary in composition (in an attempt to overpower your main type).

### Everybody Fights:

Abra: LV16

Pidgeotto: LV17

Rattata: LV15

### And if you picked...

Bulbasaur: add Charmander, LV18

Squirtle: add Bulbasaur, LV18

Charmander: add Squirtle, LV18

Outside of your class type, this fight should go smoothly, as long as your Pokémon's Levels are equivalent to your Rivals. (If you beat Misty, they're higher.)

If you need to, use Potions and any other aids that will help you to send that turkey packing...at least till the next time you run into him. After you defeat him, you get the Fame Checker, which is a handy device at times. Now it's time for Route 24.



## Spollers: Unfinished Business

When you obtain the Bike Voucher, you can come back to collect a bicycle at the Cycle Shop.

After you complete Routes 24 and 25, you can enter the house the police officer was blocking to deal with the miscreant (A) responsible for the crime.

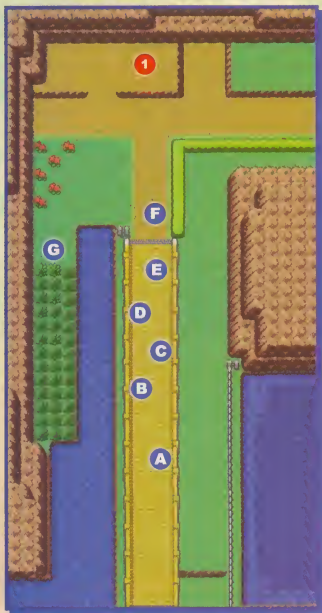
The gentleman in the house to the right of the Pokémon Center is looking for a Poliwhirl. When you get one, come back.

A man in the house next to the Poliwhirl house will give you a bottle to hold crushed Berries if you have Berries.

A Snorlax is sleeping at the town's south edge: We'll deal with him later (around the time you return with the Bike Voucher).



## Route 24



## Cerulean City

Abra:	Rare
Bellsprout:	Common (LeafGreen Only)
Caterpie:	Common
Kakuna:	Common
Metapod:	Common
Oddish:	Common (FireRed Only)
Pidgey:	Common
Weedle:	Common



## Items

- 1 TM45 Attract

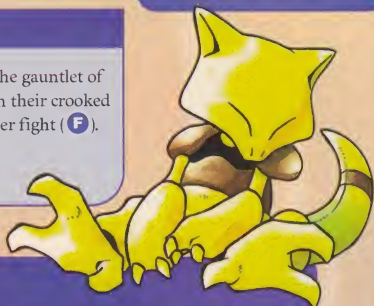
## Trainers

- A** Caterpie LV10; Weedle LV10; Metapod LV10; Kakuna LV10
- B** Pidgey LV12; Oddish LV12; Bellsprout LV12
- C** Sandshrew LV14; Ekans LV14
- D** Nidoran♀ LV16; Nidoran♂ LV16
- E** Mankey LV18
- F** Ekans LV15; Zubat LV15
- G** Rattata LV14; Ekans LV14

## Event 1



One Event happens in Route 24: After you run the gauntlet of Trainers lining the bridge, they accost you to join their crooked guild. The answer is a "No," which leads to another fight (**F**).

Spoilers:  
Unfinished Business

As noted in the "Unfinished Business" section in Route 4, you'll use the waterway running along Route 24's western edge to reach the Unknown Dungeon after you beat the game.

## Route 25



### Items

- ① TM43 Secret Power



### Trainers

- ① Machop LV15; Geodude LV15
- ② Onix LV17
- ③ Rattata LV15; Spearow LV15
- ④ Slowpoke LV17
- ⑤ Nidoran♂ LV15; Nidorino LV15
- ⑥ Geodude LV13; Geodude LV13; Geodude LV13; Machop LV13
- ⑦ Rattata LV14; Ekans LV14
- ⑧ Ekans LV14; Sandshrew LV14
- ⑨ Oddish LV13; Oddish LV13; Pidgey LV13

### Event 1



The sole Event on Route 25 involves visiting Bill at his home. When you get there, however, you learn that he's had an accident and isn't feeling like himself. Work the computer while he takes his place in the machine, then have a chat with the new and improved Bill after he exits to score a necessary Item. From there, head to Cerulean City via the map's southern edge.

### Event 2



Before leaving Cerulean City, heal yourself, then move through the house the police officer was barring earlier to eliminate the baddie out back. Head south to Route 5!

## Route 5



### Catch Them All!

- Bellsprout:** Common (LeafGreen Only)
- Meowth:** Common
- Oddish:** Common (FireRed Only)
- Pidgey:** Common

### Event 1



The first Event on Route 5 takes place in the Pokémon Day Care center at Route 5's south end. There you can drop off one of your Pokémon to be raised by the gentleman you find inside. Each step you take in the game after dropping off your Pokémon is equivalent to one Experience Point, so this system is lucrative (especially when you reach the Cycling Road). After that, head into the underground passage to the right.

### Event 2



In the building leading to the underground pathway (which surfaces on Route 6) there is a young lady looking to trade for a Nidoran♂ (you need to cough up a Nidoran♀ to get one, though). So, make that trade if you need a Nidoran♂. After that, head into the tunnel and go to Route 6.

## Route 6



### TIP

There are no Events on Route 6. Take out the Trainers, then proceed into Vermilion City to the south.

### Catch Them All!

- Bellsprout:** Common (LeafGreen Only)
- Meowth:** Common
- Oddish:** Common (FireRed Only)
- Pidgey:** Common



### Trainers

- A** Weedle LV16; Weedle LV16; Caterpie LV16
- B** Squirtle LV20
- C** Rattata LV16; Pikachu LV16
- D** Butterfree LV20
- E** Pidgey LV16; Pidgey LV16; Pidgey LV16
- F** Spearow LV16; Raticate LV16

## Vermilion City



### Shop Items

Poké Ball:	¥200
Super Potion:	¥700
Antidote:	¥100
Paralyze Heal:	¥200
Awakening:	¥250
Ice Heal:	¥250
Repel:	¥350

### Cerulean Mare Route

	<b>Horsea*:</b>	Common
	<b>Krabby*:</b>	Common
	<b>Magikarp*:</b>	Common
	<b>Gyarados**:</b>	Rare
	<b>Psyduck**:</b>	Common (FireRed Only)
	<b>Slowpoke**:</b>	Common (LeafGreen Only)
	<b>Staryu**:</b>	Common (LeafGreen Only)
	<b>Shellder**:</b>	Common (FireRed Only)

\*Good Rod Required

\*\*Super Rod Required

### Event 1



Head to the Pokémon Center to heal, then speak to the young lady left of the counter to pick an especially helpful Item—the Vs Seeker. With this Item, you can fight past

Trainer battles again, as long as you give the Vs Seeker enough time between re-charges to do so.

### Event 2



Next to the Pokémon Center is a house. There you can acquire the first Fishing Rod in the course of your adventure—the Old Rod. It's not worth much, but it'll do till you pick up a better rod and reel later.

### Event 3



Inside the Pokémon Fan Club, speak to the older gentleman. After listening to his tale, he gives you a Bike Voucher for use in the shop in Cerulean City. You can either get the bike now or wait till later.

## Event 4



In the home between the Fan Club and the Mart is an individual looking to trade a Farfetch'd for a Spearow. If you're not training your Spearow, you may as well hand it over to add another Pokémon to your collection. Otherwise, go catch an extra Spearow and make the trade.

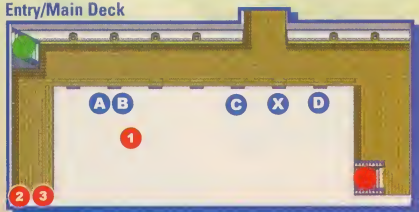
## Event 5



The key Events in Vermilion City (besides the local Gym) revolve around the docked boat, the *S.S. Anne*. Because you have that ticket from Bill handy, head to the dock and board the ship (you won't be able to tackle Vermilion's Gym till you're done with the ship, so...).

## S.S. Anne

Entry/Main Deck



Lower Deck



Upper Deck



## NOTE

The (X) denotes a person who will heal Pokémon to full strength.

## Items

- 1 TM31 Brick Break
- 2 Great Ball
- 3 Chesto Berry (in pail to right), Pecha Berry, and Cheri Berry
- 4 Hyper Potion
- 5 Super Potion
- 6 Ether
- 7 TM44 Rest
- 8 Stardust
- 9 X Attack
- 10 HM01



## Trainers

- A** Nidoran ♀ LV21
- B** Pidgey LV18; Nidoran LV18
- C** Nidoran LV19; Nidoran LV19
- D** Growlithe LV18; Growlithe LV18
- E** Horsea LV17; Shellder LV17; Tentacool LV17
- F** Shellder LV21
- G** Horsea LV17; Horsea LV17; Horsea LV17
- H** Tentacool LV18; Saryu LV18
- I** Machop LV20
- J** Tentacool LV17; Saryu LV17; Shellder LV17
- K** Pikachu LV23
- L** Goldeen LV17; Goldeen LV17; Tentacool LV17
- M** Growlithe LV17; Ponyta LV17
- N** Rattata LV18; Pikachu LV18
- P** Machop LV17; Tentacool LV17
- Q** Machop LV18; Shellder LV18

## On the Main Floor

The ultimate goal aboard the *S.S. Anne* is to make it to the Captain's quarters on the top floor in the ship's northeastern corner. Before that, however, clear the ship of Trainers and collect all Items scattered about.

The good news is that there are no random encounters, so it's a simple matter of moving from room-

to-room, wiping out whomever you come across. After you have your fill, take care of the following

Event, then go to the top right chamber and chat with the Captain.



## Rival Battle (O)

Time for another battle with your Rival. Depending on the Pokémon type you selected at Professor Oak's place, your Rival's party varies in composition (in an attempt to overpower your main type):

### Everybody Fights:

Kadabra:	LV 18
Pidgeotto:	LV 19
Raticate:	LV 16

### And if you picked...

Bulbasaur:	add Charmeleon, LV20
Squirtle:	add Ivysaur, LV20
Charmander:	add Wartortle, LV20

Before taking on your Rival, make sure your Pokémon are in the Level 20+ range. You'll have the most trouble with his powered-up Kadabra. The key here is to attack quickly and fiercely before it lays waste to most of your group.

Keep your primary Pokémon (Bulbasaur, Squirtle, or Charmander) out of direct combat with its polar opposite or the battle won't last long. Keep this Pokémon out of harm's way.

It also doesn't hurt to have Potions and the like (status cures such as Paralyze Heal are a good idea, too). So, if necessary, head to Vermilion City and stock up.

Upon beating your Rival, head up the nearby staircase to complete the *S.S. Anne* sequence and return to Vermilion City.





## Event 6



After defeating your Rival, the Captain (who's not feeling well) hands over HM01 (Cut) without a fight or even a sidelong glance. With that in hand, abandon ship and make for the Gym in Vermilion City.

## Gym Battle: Lt. Surge

### CAUTION

Your Pokémon should be at least Levels 18–21 before taking on Lt. Surge **D**, the Gym leader of Vermilion City.



### Trainers

- A** Pikachu LV21; Pikachu LV21
- B** Voltorb LV21; Magnemite LV21
- C** Pikachu LV23
- D** Voltorb LV21; Pikachu LV18; Raichu LV24 (Lt. Surge)

After taking out Trainers **A**, **B**, and **C**, you must solve a puzzle to progress to the final brawl with the Lieutenant. You must check each of the pails found throughout the area and, when you find the first switch, check one of the nearby pails for the other

switch to lower the energy field in front of Surge. The locations of the switches are random, so keep looking for them till the gate drops. Now it's time to take down Lt. Surge.

Lt. Surge won't prove difficult, though his LV24 Raichu is a pain because Surge uses Double Team to avoid your attacks. Match up types: Because Surge heavily uses Electric Pokémon, employ Diglett (or Dugtrio) or any other of the Ground-type Pokémon (Geodude, for example). Also keep plenty of Paralyze Heal on hand because even hitting his Pokémon results in Paralyzation.

After defeating Lt. Surge, you get the Thunder Badge, as well as TM34 Shock Wave to add to your collection. From here, head east onto Route 11 and into Diglett's Cave or head to Cerulean City to claim your bike, then head east on Route 9.

### NOTE

Route 11 is optional, as is the sequence in Diglett's Cave. However, at least do the Diglett's Cave Event—it'll make life much easier later.

### Spoilers: Unfinished Business

Later in the game, you'll use the seaport here to return to the various Islands at sea.



## Route 11



### NOTE

There are no Events on Route 11. Go left and enter the Pokémon Center to heal, then go into the cave (Rock Tunnel) around the bend.



### Catchable Pokémon

	<b>Sandshrew:</b>	Common (LeafGreen Only)
	<b>Spearow:</b>	Common
	<b>Ekans:</b>	Common (FireRed Only)
	<b>Rattata:</b>	Common
	<b>Drowzee:</b>	Rare

### Spoilers: Unfinished Business

Although this isn't on Route 11, the river running around the edge of Route 10 (the small sliver of a route before the Pokémon Center) leads to the Power Plant and something special after you get Surf.

### Items

- 1 Ice Heal
- 2 X Defense
- 3 Great Ball
- 4 Escape Rope

### Trainers

- A Ekans LV21
- B Horsea LV18; Poliwhag LV18
- C Sandshrew LV19; Zubat LV19
- D Nidoran (male) LV19; Nidorino LV19
- E Magnemite LV18; Magnemite LV18; Megaton LV18
- F Oddish LV18; Bellsprout LV18
- G Magnemite LV21
- H Vulpix LV18; Growlithe LV18
- I Rattata LV17; Rattata LV17; Raticate LV17
- J Voltorb LV18; Magnemite LV18



## Route 9

## TIP

There are no Events on Route 9. Proceed to the route's end and enter the Pokémon Center to heal, then go into the cave (Rock Tunnel) around the bend.



## Catch Them All!

	<b>Sandshrew:</b>	Common (LeafGreen Only)
	<b>Spearow:</b>	Common
	<b>Ekans:</b>	Common (FireRed Only)
	<b>Rattata:</b>	Common

## Items

- 1 TM40 Aerial Ace
- 2 Ether (hidden)
- 3 Burn Heal

## Trainers

- A Oddish LV18; Bellsprout LV18;  
Oddish LV18; Bellsprout LV18
- B Machop LV20; Onix LV20
- C Growlithe LV21; Charmander LV21
- D Beedrill LV19; Beedrill LV19
- E Caterpie LV20; Weedle LV20;  
Venonat LV20
- F Rattata LV19; Sandshrew LV19;  
Sandshrew LV19; Ekans LV19
- G Geodude LV20; Geodude LV20;  
Machop LV20
- H Meowth LV23
- I Geodude LV21; Onix LV21



## Rock Tunnel

Entry Level



### NOTE

There are no Events in Rock Tunnel, so go through to Lavender Town (which also has no Events) and onward to Route 8.

### TIP

Teach Flash to one of your Pokémon, because when you get in the tunnel, you're going to need it.

### Catch Them All!

Geodude:	Common
Machop:	Rare
Mankey:	Common
Onix:	Rare
Zubat:	Common

### TIP

The colored dots represent matching ladders that cut between the two levels, so switch maps when you climb ladders to the corresponding colored dot.

### NOTE

The (X) marks the spot where a Move Tutor stands. He teaches you Rock Slide.

Exit Level



## Rock Tunnel/Route 8

### Items

- 1 Repel
- 2 Revive
- 3 Escape Rope
- 4 Max Ether
- 5 Pearl

### NOTE

After exiting Rock Tunnel, there are a few more Trainers. However, if you proceed east, then due south, you can avoid them.

### TIP

Now you come upon Lavender Town. However, there's nothing you can do here yet, so stock up if you need to, heal, then take the path heading west down Route 8.

### Trainers

- A Cubone LV23; Slowpoke LV23
- B Slowpoke LV25
- C Oddish LV22; Bulbasaur LV22
- D Charmander LV22; Cubone LV22
- E Geodude LV25
- F Machop LV20; Onix LV20
- G Geodude LV19; Geodude LV19; Geodude LV19; Machop LV19
- H Onix LV20; Onix LV20; Geodude LV20
- I Geodude LV21; Graveler LV21
- J Jigglypuff LV21; Pidgey LV21; Meowth LV21
- K Geodude LV21; Geodude LV21; Graveler LV21
- L Slowpoke LV20; Slowpoke LV20; Slowpoke LV20
- M Bellsprout LV22; Clefairy LV22
- N Pidgey LV19; Bellsprout LV19; Rattata LV19; Rattata LV19
- O Meowth LV20; Oddish LV20; Pidgey LV20



## Route 8

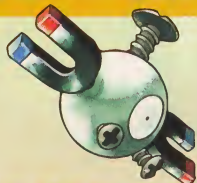
### NOTE

There are no Events on Route 8. When you reach the end, head into the northwestern small house and proceed down its length to reach Celadon City.



### Catch Them All!

	<b>Pidgey:</b>	<b>Common</b>
	<b>Sandshrew:</b>	<b>Rare</b> (LeafGreen Only)
	<b>Ekans:</b>	<b>Common</b> (FireRed Only)
	<b>Vulpix:</b>	<b>Rare</b> (LeafGreen Only)
	<b>Growlithe:</b>	<b>(FireRed Only)</b>
	<b>Meowth:</b>	<b>Common</b>



### Trainers

- A** Clefairy LV22; Clefairy LV22
- B** Growlithe LV24; Vulpix LV24
- C** Grimer LV22; Grimer LV22; Muk LV22
- D** Jigglypuff LV22; Clefairy LV22 (2-on-2 battle)
- E** Nidoran LV23; Nidorina LV23
- F** Koffing LV24
- G** Meowth LV24; Meowth LV24; Meowth LV24
- H** Pidgey LV19; Rattata LV19; Meowth LV19; Nidoran LV19; Pikachu LV19
- I** Grimer LV24; Grimer LV24
- J** Grimer LV23; Koffing LV22; Koffing LV22
- K** Voltorb LV20; Voltorb LV20; Magnemite LV20; Koffing LV20
- L** Poliwhg LV22; Poliwhg LV22; Poliwhirl LV22

## Celadon City



# Route 8/Celadon City

## Shop Items

### 2F: Register 1

TM05 Roar:	P1000
TM15 Hyper Beam:	P7500
TM28 Dig:	P2000
TM31 Brick Break:	P3000
TM43 Secret Power:	P3000
TM45 Attract:	P3000

### 2F: Register 2

Great Ball:	P600
Super Potion:	P700
Revive:	P1500
Antidote:	P100
Paralyze Heal:	P200
Awakening:	P250
Ice Heal:	P250
Burn Heal:	P250
Super Repel:	P500

### 4F

Poké Doll:	P1000
Retro Mail:	P50
Fire Stone:	P2100
Thunderstone:	P2100
Water Stone:	P2100
Leaf Stone:	P2100

### 5F: Register 1

HP Up:	P9800
Protein:	P9800
Iron:	P9800
Calcium:	P9800
Zinc:	P9800
Carbos:	P9800

### 5F: Register 2

X Attack:	P500
X Defend:	P550
X Speed:	P350
X Special:	P350
X Accuracy:	P950
Guard Spec:	P700
Dire Hit:	P650

## TIP

Load up on Lemonade on the Department Store roof because it's the game's best healing item (based on value). Also, give the young lady nearby one of each of the vended items to get a prize.

## CELADON MAIL MILE

**Magikarp\*:** Common

\*Good Rod Required

## Items

1 Ether

## Event 1



First things first: Go to Celadon City's north edge and follow the western path—there is a small patch of dirt jutting out. Head in and up the path till you reach the top, then grab the Poké Ball up top to claim a free Eevee!

## Event 2



Head to the southernmost row of buildings and enter the far left one. Speak to the gent in the upper-left corner, and he gives you a Coin Case. You'll need this to gamble in the Game Corner.

## Event 3



In the Game Corner, you can gamble by playing slots. Go up to a machine, press down to bet on one to three rows, and pull the handle. (You can score Coins at the desk or find them hidden about the room.) The odds are poor, but you can make some serious Coin if you stick with it. You can redeem your winnings next door for all sorts of prizes.

## Common Prizes

TM13 (Ice Beam)	4,000
TM23 (Iron Tail)	3,500
TM24 (Thunderbolt)	4,000
TM30 (Shadow Ball)	4,500
TM35 (Flamethrower)	4,000
Smoke Ball	800
Miracle Seed	1,000
Charcoal	1,000
Mystic Water	1,000
Yellow Flute	1,600

## Common Prizes

### LeafGreen Version Only

Abra	120
Clefairy	750
Pinsir	2,500
Dratini	4,600
Porygon	6,500

### FireRed Version Only

Abra	180
Clefairy	500
Dratini	2,800
Scyther	5,500
Porygon	9,999

## Event 4



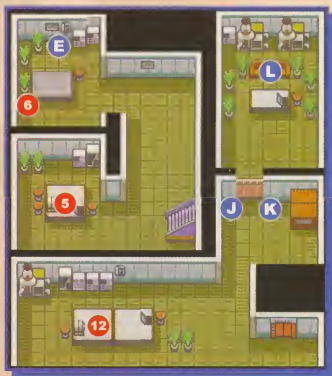
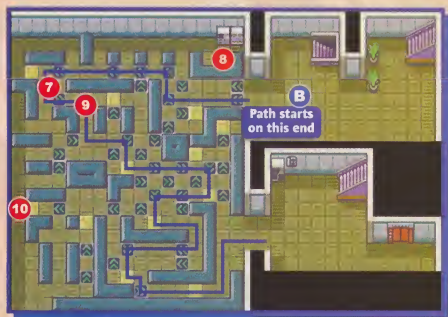
This Event is in the Game Corner. Walk up and speak to the shady Team Rocket member hanging out by the poster. Defeat his Pokémon (Raticate LV20; Zubat LV20), and he takes off. Check the nearby poster and, voilà, a secret stairway appears...



## Rocket Base

### NOTE

There are no random encounters in the Team Rocket Hideout, so all fights are at your discretion (where possible).





## Items

- 1 Escape Rope
- 2 TM21 Frustration
- 3 Rare Candy
- 4 Blackglasses
- 5 Max Ether
- 6 TM49 Snatch
- 7 Moon Stone
- 8 X Speed
- 9 TM12 Taunt
- 10 Super Potion
- 11 Hyper Potion
- 12 Calcium

## Trainers

- A Raticate LV21; Raticate LV21
- B Zubat LV17; Zubat LV17; Koffing LV17; Grimer LV17; Raticate LV17
- C Machop LV21; Machop LV21
- D Rattata LV20; Raticate LV20; Drowzee LV20
- E Koffing LV21; Zubat LV21 (Card Key)
- F Rattata LV19; Rattata LV19; Raticate LV19; Raticate LV 19
- G Grimer LV20; Koffing LV20; Koffing LV20
- H Grimer LV22; Koffing LV22
- I Drowzee LV21; Machop LV21
- J Sandshrew LV23; Sandslash LV23; Ekans LV23
- K Ekans LV23; Sandslash LV23; Arbok LV23
- L Onix LV25; Rhyhorn LV24; Kangaskhan LV29 (Giovanni and Silph Scope)

To make your way through the Team Rocket Hideout, follow these instructions to get to where you're going:

1. Proceed to the 3rd Floor.
2. Go through the maze (follow the trail).
3. Proceed to the 4th Floor.
4. Head to the northwest corner and fight the Trainer (E) to get the Card Key.
5. Head to the 2nd Floor.
6. Go through the maze (follow the trail).
7. Enter the elevator—take it to the 4th floor.
8. Defeat the Trainers (J) and (K) flanking the door.
9. Defeat Giovanni to get Silph Scope (see the following "Giovanni" section).



## NOTE

This route described here does not take into account all Trainers and Items you could encounter, and only offers the most direct route from the Team Rocket Hideout's beginning to the final fight. Feel free to take down any and all Trainers you find and collect any additional Items that strike your fancy.

## Giovanni

The Rocket's big man in charge, Giovanni, is the final foe you have to tackle to clear the Team Rocket Hideout. It's good that your Pokémon are at least Level 25+ at this point, because Giovanni's trump card, Kangaskhan, is a staggering LV29, and can put weaker Pokémon in a world of hurt.

His other Pokémon aren't slouches, either, but they're more defensive than offensive. Get your



toughest (Grass-type) Pokémon out front. (If you picked Bulbasaur at the game's outset and it's powered up at this point, you should have few problems.) Start hammering away. Kangaskhan can be a real pain if you're not prepared for it, so be on your toes!

Once Giovanni goes down, bag the Silph Scope, then move to the exit—now it's time to tackle another Gym!

## Gym Battle: Erika



### CAUTION

Your Pokémon should be at least Levels 25–28 before you take on Erika **H**.



### Trainers

- A** Bellsprout LV23; Weepinbell LV23
- B** Oddish LV21; Oddish LV21; Bellsprout LV21; Bellsprout LV21
- C** Bellsprout LV22; Oddish LV22; Weepinbell LV22; Gloom LV22; Ivysaur LV22
- D** Exeggcute LV24
- E** Oddish LV23; Gloom LV23
- F** Bellsprout LV24; Bellsprout LV24
- G** Bulbasaur LV24; Ivysaur LV24
- H** Tangela LV24; Victreebel LV29; Vileplume LV29 (Erika)



Erika and her cohorts wield Grass-type Pokémon and, thus, are susceptible to Fire and Flying Pokémon. So, if you started the game with Charmander, you'll clean up here. If not...

The small army of Trainers surrounding Erika makes for good practice. When you're ready for the queen of the Gym, those Fire- and Flying-types should be in the fore.

After laying down the law, you come away with the Rainbow Badge as well as TM19 Giga Drain. There's only one more errand west of the city, then it's back to Lavender Town.

## Event 5



Heading west onto Route 16, cut the first bush you spot, then keep heading west into the nearby building. Head out the other side, then duck into the first house. Speak to the young lady there. She hands over one of the best HMs in the game—HM02 Fly. Now it's time to Fly to Lavender Town (assuming you have a Flying-type Pokémon).

## Lavender Town



### TIP

There are no Pokémon to catch in Lavender Town—proceed to the Pokémon Tower.

## Pokémon Tower

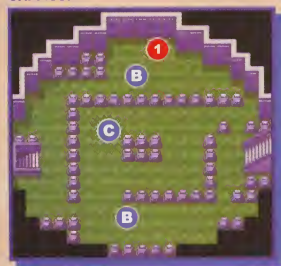
1st Floor



2nd Floor



3rd Floor



4th Floor



5th Floor



6th Floor



7th Floor



### Items

- 1 Escape Rope
- 2 Ether
- 3 Awakening
- 4 Great Ball
- 5 Cleanse Tag
- 6 Nugget
- 7 X Accuracy
- 8 Rare Candy

### Catchable Pokémon

- Gastly:** Common
- Haunter:** Common
- Cubone:** Rare

### Trainers

- A Rival Battle
- B Gastly LV23
- C Gastly LV22
- D Gastly LV24
- E Gastly LV23; Gastly LV23
- F Gastly LV22
- G Gastly LV24
- H Gastly LV22
- I Haunter LV23
- J Gastly LV24
- K Gastly LV22
- L Gastly LV22; Gastly LV22; Gastly LV22
- M Gastly LV24
- N Gastly LV24
- O Marowak LV30
- P Zubat LV25; Zubat LV25; Golbat LV25
- Q Koffing LV26; Drowzee LV26
- R Zubat LV23; Zubat LV23; Rattata LV23; Raticate LV23



## Rival Battle (A)

Time for another battle with your Rival. Depending on the Pokémon type you selected for your party at Professor Oak's Lab, his Pokémon will vary (in an attempt to overpower your main type):

### Everybody Fights:

Growlithe:	LV23
Kadabra:	LV20
Pidgeotto:	LV25

### And if you picked...

Bulbasaur:	add Charmeleon LV25 and Exeggcute LV25
Squirtle:	add Ivysaur LV25 and Gyarados LV25
Charmeleon:	add Wartortle LV25 and Exeggcute LV25

After ascending the first set of stairs in the Tower, you find this fellow standing nonchalantly with his back turned to you. Approach, and the fight's on!

Your Rival has been doing some serious Pokémon training and has added newcomers to his fold. It's unfortunate if you started out with Squirtle, because Rival has added a rough Gyarados to the club (Bulbasaur and Charmander starters end up with Exeggcute, which are far easier to beat). If you have an Electric-type, have it in the queue so you can make short work of its aquatic antagonist.

The rest of your Rival's Pokémon are what you're used to, though you have to be wary of the Pidgeotto's Whirlwind attack (if you have a Pidgeotto, you probably know about this already): It'll boot your currently battling Pokémon out and possibly swap in one of your weaker Pokémon, leaving you open to all sorts of problems.

After dispatching your Rival, it's Trainer battles all the way up the Tower.



## Marowak (O)

Upon reaching the steps to the final floor, the Silph Scope kicks in and you have to face an enraged Marowak (O). It won't be too much trouble after your encounter with the Rival downstairs (not to mention the preceding events in Celadon City). Defeat the Marowak, and you are granted access to the final floor and more trouble in the form of the Rockets once more.



## Event 1



With the Tower cleared, it's time to head to Mr. Fuji's house to collect a reward for your heroic "rescue." With the Poké Flute in tow, head due south and down Route 12.

Your ultimate destination is Fuchsia City—but that's getting ahead of ourselves.

# Route 12

## Catch Them All!

	<b>Bellsprout:</b>	Common (LeafGreen Only)
	<b>Gloom:</b>	Rare (FireRed Only)
	<b>Gyarados**:</b>	Rare
	<b>Horsea*:</b>	Common
	<b>Krabby*:</b>	Common
	<b>Magikarp*:</b>	Common
	<b>Oddish:</b>	Common (FireRed Only)
	<b>Pidgey:</b>	Common
	<b>Pidgeotto:</b>	Common
	<b>Psyduck**:</b>	Common
	<b>Slowpoke**:</b>	Common
	<b>Weepinbell:</b>	Common (LeafGreen Only)
	<b>Venonat:</b>	Common

\*Good Rod Required

\*\*Super Rod Required



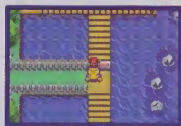
## Items

- ① TM27 Return
- ② TM48 Skill Swap
- ③ Iron

## Trainers

- Ⓐ Goldeen LV22; Goldeen LV22; Poliwhg LV22
- Ⓑ Tentacool LV24; Goldeen LV24
- Ⓒ Goldeen LV27
- Ⓓ Poliwhg LV21; Goldeen LV21; Shellder LV21; Horsea LV21
- Ⓔ Nidoran LV24; Nidoran LV24 (double team)
- Ⓕ Voltorb LV29; Electrode LV29
- Ⓖ Nidoran LV29; Nidorino LV29
- Ⓗ Magikarp LV24; Magikarp LV24

## Event 2



After defeating the double team (Ⓔ) you come across a snoring Snorlax (LV30) blocking the path. Bust out your recently acquired Poké Flute, rouse it from its slumber, and either capture or club it. There aren't many to be caught, so do your best to whittle its health down and bag it.

## Event 3



In this house, south of the snorin' Snorlax, is something of great value: the Super Rod! With it you'll be able to catch the rarest of the Pokémon that swim in the deep blue sea.

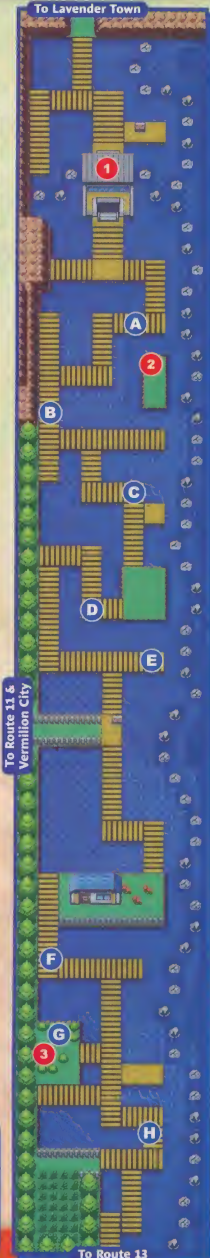
## Event 1



After heading south from Lavender Town, enter the first structure. Head upstairs and speak to the young lady walking around to get TM27 Return.

## NOTE

After removing the Snorlax, you can head west and heal in Vermilion City. You can also pick up the Itemfinder if you didn't get it earlier from Professor Oak's assistant in the small building leading to Route 11.



## Route 13

### TIP

There are no Events on Route 13. Proceed west to reach Route 14.



### Catch Them All!

	<b>Bellsprout:</b>	Common (LeafGreen Only)
	<b>Gloom:</b>	Rare (FireRed Only)
	<b>Gyarados**:</b>	Rare
	<b>Horsea*:</b>	Common
	<b>Krabby*:</b>	Common
	<b>Magikarp*:</b>	Common
	<b>Oddish:</b>	Common (FireRed Only)
	<b>Pidgey:</b>	Common
	<b>Pidgeotto:</b>	Common
	<b>Psyduck**:</b>	Common
	<b>Slowpoke**:</b>	Common
	<b>Weepinbell:</b>	Common (LeafGreen Only)
	<b>Venonat:</b>	Common

\*Good Rod Required

\*\*Super Rod Required

### Trainers

- A** Goldeen LV28; Poliwhg LV28; Horsea LV28
- B** Pidgey LV29; Pidgeotto LV29
- C** Pidgey LV24; Pikachu LV24; Meowth LV24; Rattata LV24; Meowth LV24
- D** Rattata LV27; Rattata LV27; Pikachu LV27
- E** Clefairy LV29; Meowth LV29
- F** Poliwhg LV30; Poliwhg LV30
- G** Pidgey LV27; Meowth LV27; Pidgey LV27; Pidgeotto LV27
- H** Pidgey LV26; Pidgeotto LV26; Spearow LV26; Fearow LV26
- I** Spearow LV25; Pidgey LV25; Spearow LV25; Pidgey LV25; Spearow LV25
- J** Koffing LV28; Koffing LV28; Koffing LV28

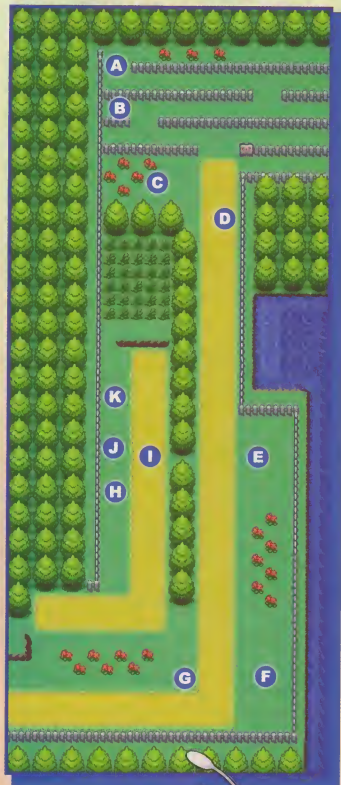
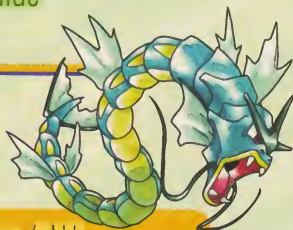


## Route 14



### TIP

There are no Events on Route 14. Proceed south to reach Route 15.



### Wild Pokémon

Bellsprout:	Common (LeafGreen Only)
Gloom:	Rare (FireRed Only)
Gyarados**:	Rare
Horsea*:	Common
Krabby*:	Common
Magikarp*:	Common
Oddish:	Common (FireRed Only)
Pidgey:	Common
Pidgeotto:	Common
Psyduck**:	Common
Slowpoke**:	Common
Weepinbell:	Common (LeafGreen Only)
Venonat:	Common

\*Good Rod Required

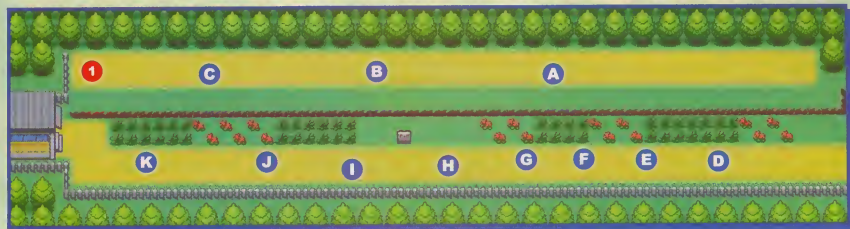
\*\*Super Rod Required

### Trainers

- (A) Pidgey LV28; Doduo LV28; Pidgeotto LV28
- (B) Pidgey LV26; Spearow LV26; Pidgey LV26; Fearow LV26
- (C) Pidgeotto LV29; Fearow LV29
- (D) Spearow LV28; Doduo LV28; Fearow LV28
- (E) Farfetch'd LV33
- (F) Spearow LV29; Fearow LV29
- (G) Squirtle LV29; Charmander LV29 (team battle)
- (H) Koffing LV29; Muk LV29
- (I) Koffing LV26; Koffing LV26; Grimer LV26; Koffing LV26
- (J) Koffing LV29; Grimer LV29
- (K) Grimer LV28; Grimer LV28; Koffing LV28



## Route 15



## Catch Them All!

	<b>Bellsprout:</b>	Common (LeafGreen Only)
	<b>Gloom:</b>	Rare (FireRed Only)
	<b>Gyarados**:</b>	Rare
	<b>Horsea*:</b>	Common
	<b>Krabby*:</b>	Common
	<b>Magikarp*:</b>	Common
	<b>Oddish:</b>	Common (FireRed Only)
	<b>Pidgey:</b>	Common
	<b>Pidgeotto:</b>	Common
	<b>Psyduck**:</b>	Common
	<b>Slowpoke**:</b>	Common
	<b>Weepinbell:</b>	Common (LeafGreen Only)
	<b>Venonat:</b>	Common

\*Good Rod Required

\*\*Super Rod Required



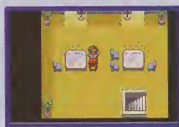
## Items

- ① TM18 Rain Dance

## Trainers

- (A) Pikachu LV29; Raichu LV29  
 (B) Hitmonchan LV29; Hitmonlee LV29 (team battle)  
 (C) Clefairy LV33  
 (D) Koffing LV25; Koffing LV25; Weezing LV25; Koffing LV25; Grimer LV25  
 (E) Koffing LV28; Grimer LV28; Weezing LV28  
 (F) Pidgeotto LV29; Wigglytuff LV29  
 (G) Bulbasaur LV29; Ivysaur LV29  
 (H) Gloom LV28; Oddish LV28; Oddish LV28  
 (I) Dodrio LV28; Doduo LV28; Doduo LV28  
 (J) Pidgeotto LV26; Farfetch'd LV26; Doduo LV26; Pidgey LV26  
 (K) Bellsprout LV29; Tangela LV29; Oddish LV29

## Event 1



Before entering Fuchsia City, climb the stairs of the building bridging the city and Route 15 to find Professor Oak's assistant. If you have captured 50 Pokémon, he'll hand over the valuable Exp. Share.

## Fuchsia City



### Shop Items

Ultra Ball:	¥1200
Great Ball:	¥600
Super Potion:	¥700
Revive:	¥1500
Full Heal:	¥600
Max Repel:	¥700

### Good Rod

Goldeen*:	Common
Gyarados**:	Rare
Magikarp*:	Common
Poliwhg*:	Common
Psyduck*:	Common (FireRed Only)
Seaking*:	Rare
Slowpoke**:	Common (LeafGreen Only)

\*Good Rod Required

\*\*Super Rod Required

### Event 1



Head to this house and go inside. You find a gent who's having a speech problem. You have to get him the Gold Teeth from the northern Safari Zone to remedy his problem. There is an Item trapped behind the boulder—you'll be back for that.



### Event 2



To the right of the gent with the speech problem is a house. Step inside and speak to the fellow sitting at the table. He gives you the Good Rod! It may not be as good as the Super Rod, but comes in handy on occasion.

### Event 3



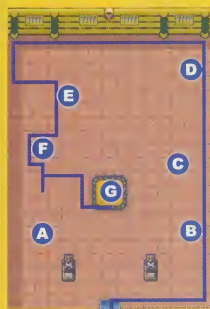
Visit this house to the Pokémon Center's left. Inside it is the Move Deleter: He can remove any moves you don't like from any of your Pokémon.

## Gym Battle: Koga



## CAUTION

Your Pokémon should be at least Levels 35–37 before taking on Koga (G).



## Trainers

- (A) Drowzee LV34; Kadabra LV34
- (B) Hypno LV38
- (C) Drowzee LV31; Drowzee LV31; Kadabra LV31; Drowzee LV31
- (D) Arbok LV33; Sandslash LV33; Arbok LV33
- (E) Sandslash LV34; Arbok LV34
- (F) Drowzee LV34; Hypno LV34
- (G) Koffing LV37; Muk LV39; Koffing LV37; Weezing LV43

Most of Koga's minions use Psychi-type Pokémon, while Koga wields Poison-types to ruin your day. Bring plenty of Antidote!

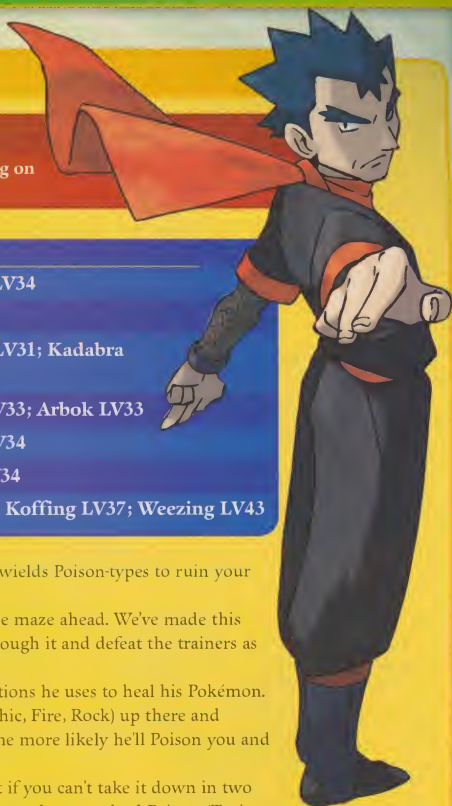
Before messing with Koga, you need to maneuver the invisible maze ahead. We've made this easy by tracing the route through the maze for you, so head through it and defeat the trainers as you go till you reach the boss.

Koga is a pain in the neck, because he has plenty of Hyper Potions he uses to heal his Pokémon. Get your Pokémon who are strongest against Poison-types (Psychic, Fire, Rock) up there and hammer as fast and as hard as possible. The longer Koga lasts, the more likely he'll Poison you and use a Heal Potion.

The Muk (LV39 version) is difficult and makes life unpleasant if you can't take it down in two hits, so be prepared. Also, these Pokémon use Toxic, which is worse than standard Poison. (Toxic erases more life with each succeeding round it afflicts your Pokémon.)

Use Poison-types against Koga's, if you have any that are high level. This nullifies their use of Toxic. Otherwise, get in there and fight it out till they meet their makers.

After you take down Koga and collect the spoils of victory (the Soul Badge, TM06 Toxic, and the use of Surf outside of battles), it's time to head to the town's north end and enter the Safari Zone!

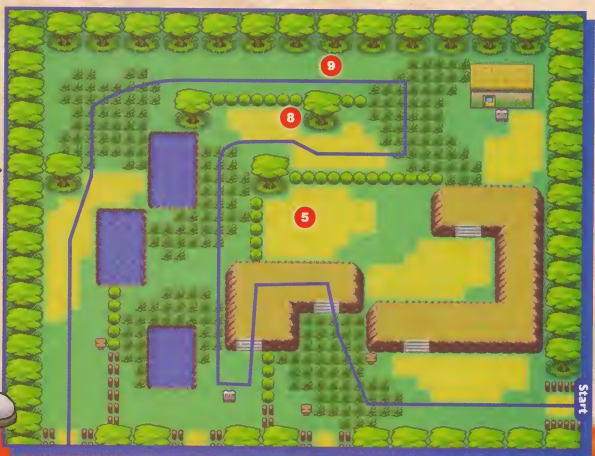


## Safari Zone

The Safari Zone is a wild Pokémon preserve and is stocked with tons of Pokémon. You pay the fee and receive 25 Safari Balls. Use the balls to catch as many Pokémon as you can before you move 600 steps or use up your 25 balls (at which point you are whisked back to the entrance). Not only are there lots of Pokémon to bag, but you also need to snap up several items to keep moving forward in your quest.

Unlike the rest of the game, in the Safari Zone, Pokémon don't fight back. You have the options of using: Catch, Bait, Throw Rock, and Run. Each one of these either helps or detracts from your odds to catch the critters here (some are easier to catch with Bait, others, with thrown rocks). Experiment to find the best combinations that work for you!

The ultimate goal in the Safari Zone is to reach the Secret House in the far northwest. Follow the path on the maps to reach it, and snag the Gold Teeth (10) along your way. All the other items, Pokémon, etc., are optional.





## NOTE

Because each "ticket" to the Safari Zone only allows 600 steps, you cannot collect all the Items in one pass.



## Items

- 1 Leaf Stone
- 2 TM11 Sunny Day
- 3 Max Potion
- 4 Full Revive
- 5 Quick Claw
- 6 Full Revive
- 7 Max Potion
- 8 TM47 Steel Wing
- 9 Protein
- 10 Gold Teeth (must collect)
- 11 TM32 Double Team
- 12 HM03 (must collect)

## Catchable Pokémon

Chansey:	Rare
Doduo:	Common
Dragonair**:	Very Rare
Dratini**:	Rare
Exeggcute:	Common
Goldeen*:	Common
Kangaskhan:	Rare
Magikarp*:	Common
Nidoran♀:	Common
Nidoran♂:	Common (FireRed Only)
Nidorina:	Rare
Nidorino:	Rare
Paras:	Common
Parasect:	Rare
Pinsir:	Common
Poliwag*:	Common
Psyduck**:	Common (FireRed Only)
Rhyhorn:	Rare
Scyther:	Rare
Seaking**:	Rare
Slowpoke**:	Common (LeafGreen Only)
Tauros:	Rare
Venomoth:	Rare
Venonat:	Common

\*Good Rod Required

\*\*Super Rod Required

## Event 4



After returning from the Safari Zone with Gold Teeth in hand, head to the home of the gent with the speech problem and give him the teeth. After you deliver them, he gives you a nice prize: HM04! Use it to move the rock to the right to get a Rare Candy.

## What Now?



Now that you have Surf and Strength, it's time to head for Saffron and the next gym. First, though, fly to Celadon City and enter the Game Freak building (the one with

the lady and all the Pokémon, near the Dept. Store). The lady there gives you Tea. Head east and into Saffron City (after speaking with the guard).

## Spoilers: Unfinished Business

The Route south from the city leads to the ocean and Route 19. Surf across this to reach the Seafoam Islands and an optional quest to collect one of the Legendary Pokémon.

## Saffron City



### NOTE

There are no Pokémon to catch in Saffron City.

### Shop Items

Great Ball:	P600
Hyper Potion:	P1200
Revive:	P1500
Full Heal:	P600
Escape Rope:	P550
Max Repel:	P700

### Items

- 1 TM29 Psychic



## Mini-Gym

To the left of the main gym is a smaller, more compact gym with several Trainers in it. Head inside and clean the joint out!



### Trainers

- A** Machop LV32; Machop LV32
- B** Machop LV31; Mankey LV31; Primeape LV31
- C** Primeape LV36
- D** Mankey LV31; Mankey LV31; Primeape LV31
- E** Hitmonlee LV37; Hitmonchan LV37

After defeating the quintet of Trainers, you'll get to pick one of the two Poké Balls to the rear. The left one contains Hitmonlee; the right, Hitmonchan. Grab one, then it's off to Silph Co.

## Silph Co.

Silph Co. is a daunting proposition: 11 floors stuffed with loads of Team Rocket members, Items, and a few surprises. As was the case in the Team Rocket Hideout (back in Celadon City), here there are no random encounters and many of the Trainer battles are fought at your discretion. For the fastest way through, check out the "Cheat Sheet" contained in this section. Otherwise, feel free to rumble with all the Trainers and/or collect all the Items.

### NOTE

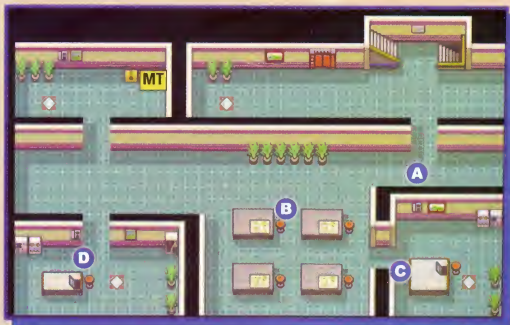
Your first priority is to get the Card Key in the first part of the "Cheat Sheet" to fight many of the Trainers and collect many of the Items—and beat Silph Co.



1F



2F



3F



6F



4F



7F



5F



8F



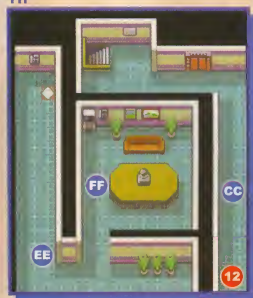
9F



10F



11F



## Items

- 1 Hyper Potion
- 2 TM41 Torment
- 3 Escape Rope; Full Heal; Max Revive
- 4 Card Key
- 5 TM01 Focus Punch
- 6 Protein
- 7 HP Up
- 8 X Special
- 9 TM08 Bulk Up
- 10 Zinc
- 11 Carbos; Rare Candy; Ultra Ball
- 12 Zinc

## Trainers

- A Golbat LV25; Zubat LV25; Zubat LV25; Zubat LV25; Raticate LV25
- B Cubone LV29; Zubat LV29
- C Magnemite LV28; Voltorb LV25; Magneton LV28
- D Grimer LV26; Weezing LV26; Koffing LV26; Weezing LV26
- E Raticate LV28; Hypno LV28; Raticate LV28
- F Electrode LV29; Weezing LV29
- G Ekans LV28; Cubone LV28; Zubat LV28
- H Voltorb LV33
- I Machop LV29; Drowzee LV29
- J Hypno LV33
- K Kadabra LV29; Mr. Mime LV29
- L Magneton LV26; Magnemite LV26; Weezing LV26; Koffing LV26
- M Arbok LV33
- N Machop LV29; Machop LV29
- O Zubat LV28; Zubat LV28; Golbat LV28
- P Voltorb LV25; Magneton LV25; Magnemite LV25; Koffing LV25; Koffing LV25
- Q Cubone LV29; Cubone LV29
- R Raticate LV26; Zubat LV26; Golbat LV26; Rattata LV26
- S Sandshrew LV29; Sandslash LV29
- T Electrode LV29; Muk LV29
- U Raticate LV26; Arbok LV26; Koffing LV26; Golbat LV26
- V Weezing LV28; Koffing LV28; Golbat LV28
- W Grimer LV29; Electrode LV29
- X Voltorb LV28; Magneton LV28; Koffing LV28
- Y Golbat LV28; Drowzee LV28; Hypno LV28
- Z Drowzee LV28; Grimer LV28; Machop LV28



### Trainers continued

- (AA) Magnemite LV29; Koffing LV29
- (BB) Machop LV33
- (CC) Rattata LV25; Rattata LV25; Zubat LV25; Ekans LV25; Rattata LV25
- (DD) Rival Battle
- (EE) Cubone LV32; Marowak LV32; Drowzee LV32
- (FF) Nidorino LV37; Rhyhorn LV37; Kangaskhan LV35; Nidoqueen LV41 (Giovanni)

### Other Points of Interest

**MT** = Move Tutor

**HLTH** = Rest Area

To make your way through Silph Co., follow this "Cheat Sheet."

1. Take the elevator to the 5th floor.
2. Make your way past the Trainer (L).
3. Head south toward a Trainer (M); fight him.
4. Enter the teleporter, then re-enter it to get past the Trainer (M).
5. Head east and you walk directly into the Card Key (A).
6. Now head down to the 3rd Floor and go past the Trainer (E).
7. Head left at the first doorway and unlock it with the Card Key.
8. Continue in and hop on the first teleporter you see, but prepare for a big fight!
9. Fight the Rival Battle (DD).
10. Afterward, hit the second teleporter and go to 11F.
11. Deal with the Trainer (EE) to the south.
12. Head through the locked door to meet...Giovanni (FF)!



## Rival Battle (DD)

Now it's time for another battle with your Rival. Remember, his party varies in composition (in an attempt to overpower your main type) depending on the Pokémon type you selected at Professor Oak's Laboratory.

### Everybody Fights:

Pidgeot:	LV37
Alakazam:	LV35
Gyarados:	LV35

### And if you picked...

Bulbasaur:	add Charmander LV40 and Exeggcuter LV38
Squirtle:	add Ivysaur LV40 and Growlithe LV35
Charmander:	add Wartortle LV40 and Exeggcuter LV38

Despite the seemingly fearsome makeup of his team at this point, your Rival's bark is most certainly worse than his bite. His Pidgeot, Alakazam, and Gyarados should go down easily against your starter Pokémon at this point in the game; two or three hits each, at worst, render them unconscious.

Exeggcuter is, well, a sad joke, and if it thinks that it's going to help it against the Elite Four, it needs its head examined. Pretty much the same goes for Growlithe, though it can be tricky against your Grass-type Pokémon, so watch it.

Finally, your Rival's starter shouldn't prove much of a match for you. As long as you have a decently balanced team, it should go down in a hurry with a few quick and heavy attacks.

After you've sent him packing, speak to the chap standing nearby for something nice. Then heal before hitting the second teleporter to 11F.



## Giovanni (FF)

Kangaskhan	LV35
Nidoqueen	LV41
Nidorino	LV37
Rhyhorn	LV37

Not long after smiting your Rival once more, you come upon one last Trainer (EE) then, behind a steel door, Giovanni (FF)!

By and large, you probably won't have too much trouble with Giovanni. His Nidorino and Rhyhorn should go down fairly easily because their levels at this point are no match for a decent Electric, Water-, or Grass-type.

The Kangaskhan seems like it means business, but hang in there and hammer away at its hide. It shouldn't be too much to handle with your



Pokémon levels, but it probably wouldn't hurt to have some Potions and Lemonade at the ready, just in case.

Nidoqueen is easily cooked with a fairly well-powered-up Electric Pokémon and, even if it does get in some hits, it doesn't do enough damage to worry about. Just keep whaling away and it goes down soon enough.

After defeating Giovanni, speak to the chap on the couch to get an extra special item: a Master Ball! Hang on to this till after you beat the Elite Four to capture a Legendary Pokémon or something similar...

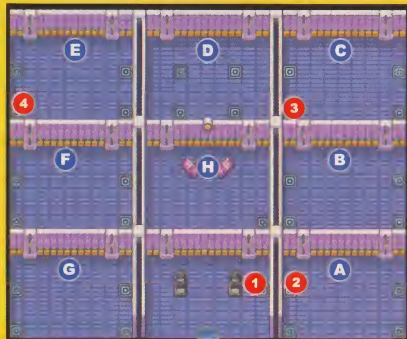
That's it for Silph Co. Time to head back out into town, heal, and then go over and beat the real Gym.

## Gym Battle: Sabrina



### CAUTION

We strongly recommend that your Pokémon are at least Level 40 before taking on Sabrina (H).



### Trainers

- (A) Slowpoke LV33; Slowpoke LV33; Slowbro LV33
- (B) Mr. Mime LV34; Kadabra LV34
- (C) Kadabra LV31; Slowpoke LV31; Mr. Mime LV31; Kadabra LV31
- (D) Gastly LV34; Haunter LV34
- (E) Slowbro LV38
- (F) Haunter LV38
- (G) Gastly LV33; Gastly LV33; Haunter LV33
- (H) Kadabra LV38; Mr. Mime LV37; Venomoth LV38; Alakazam LV43 (Sabrina)



Before facing down Sabrina, you must maneuver the teleporters to reach her. The easiest way is simply to follow the numbers on the map. Take each one in numerical order to land yourself right in Sabrina's lap. You can always teleport around and destroy the Trainers as well.

Fighting Sabrina herself isn't all that daunting a proposition...except for her jacked-up Alakazam. Her other Pokémon fall pretty quickly if your Pokémon Levels are in the high 30s (your starter, in particular, should be pushing 40 by now).

The Alakazam is a nasty piece of work, however. It's fast and many of its moves can lay waste to your intrepid band in two shakes of a lamb's tail. Your best bet is simply to hit as hard and fast as possible because it's a beast to beat. Also be aware that Sabrina heals her Pokémon if they get into the red zone, so do your best to blast them from yellow to dead.

After finishing her off, you get the Marsh Badge and TM04 Calm Mind. With that done, leave Saffron City and fly back to Pallet Town and hit Route 21 with Surf!

## Route 21



### TIP

There are no Events on Route 21. Make your way south to Cinnabar Island to complete this leg of the adventure.

### Catch Them All!

	<b>Gyarados**:</b>	Common
	<b>Horsea*:</b>	Common
	<b>Kingler**:</b>	Rare
	<b>Magikarp*:</b>	Common
	<b>Psyduck**:</b>	Common (FireRed Only)
	<b>Seadra**:</b>	Rare (FireRed Only)
	<b>Shellder*:</b>	Common (FireRed Only)
	<b>Tangela:</b>	Rare
	<b>Tentacool*:</b>	Common

\*Good Rod Required

\*\*Super Rod Required

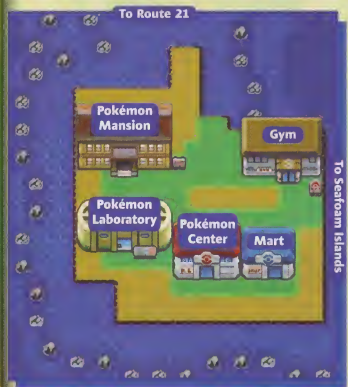


### Trainers

- (A)** Magikarp LV27; Magikarp LV27; Magikarp LV27;  
Magikarp LV27; Magikarp LV27; Magikarp LV27
- (B)** Seaking LV28; Goldeen LV28; Seaking LV28; Seaking LV28
- (C)** Seadra LV33; Starmie LV33 (team battle)
- (D)** Seadra LV33; Tentacruel LV33
- (E)** Cloyster LV31; Shellder LV31
- (F)** Seaking LV33; Goldeen LV33
- (G)** Starmie LV37
- (H)** Poliwhirl LV32; Tentacool LV32; Seadra LV32
- (I)** Staryu LV33; Wartortle LV33



## Cinnabar Island & Viridian City Redux



### Shop Items

Ultra Ball:	P1200
Great Ball:	P600
Hyper Potion:	P1200
Revive:	P1500
Full Heal:	P600
Escape Rope:	P550
Max Repel:	P700



### Catch Them All!

	<b>Gyarados**:</b>	<b>Common</b>
	<b>Horsea*:</b>	<b>Common</b>
	<b>Magikarp*:</b>	<b>Common</b>
	<b>Psyduck**:</b>	<b>Common</b> (FireRed Only)
	<b>Slowpoke**:</b>	<b>Common</b> (LeafGreen Only)
	<b>Staryu**:</b>	<b>Common</b> (LeafGreen Only)

\*Good Rod Required

\*\*Super Rod Required

### Event 1



The first stop on Cinnabar Island, assuming you have a fossil (and you should!), is the Pokémon Laboratory. Inside, you can have the

technicians revive any and all fossils you find from this point forward. You can also find a Move Tutor and a few people looking to trade Pokémon.

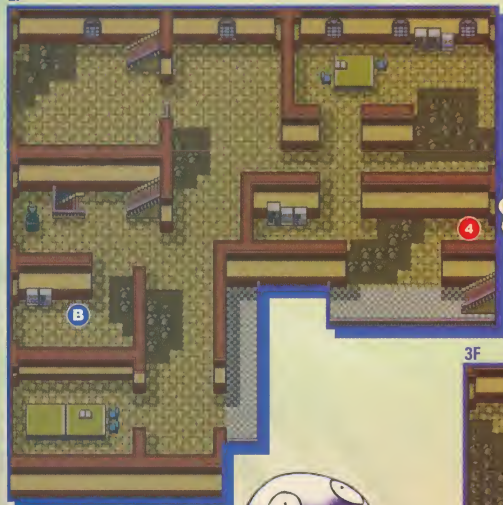


### Pokémon Mansion

1F



2F



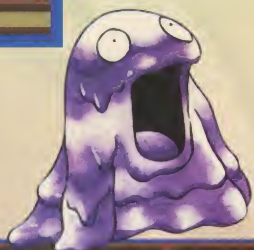
## Items

- 1 Escape Rope
- 2 Protein
- 3 Full Heal
- 4 HP Up
- 5 Carbos
- 6 Full Restore
- 7 TM14 Blizzard
- 8 Secret Key
- 9 TM22 Solarbeam

3F



1B



## Catch Them All!

	<b>Ditto:</b>	Common
	<b>Grimor:</b>	Common
	<b>Growlithe:</b>	Rare (FireRed Only)
	<b>Koffing:</b>	Common
	<b>Rattata:</b>	Common
	<b>Raticate:</b>	Common
	<b>Vulpix:</b>	Common (LeafGreen Only)
	<b>Weezing:</b>	Rare (FireRed Only)

## Trainers

- (A) Ekans LV33; Ekans LV33; Raticate LV34
- (B) Charmander LV34; Charizard LV34
- (C) Ninetales LV38
- (D) Magneite LV33; Magnetron LV33; Voltorb LV33
- (E) Electrode LV29; Weezing LV29
- (F) Growlithe LV34; Ponyta LV34
- (G) Magneite LV34; Electrode LV34



To make your way through the Pokémon Mansion, follow this "Cheat Sheet."

1. Head for the staircase due north of the entrance and go up.
2. Head up the staircase in the upper-left corner to the 3rd Floor.
3. Head over to and flip the nearby switch.
4. Head down the nearest path leading south toward the Trainer (D).
5. Fall off the left ledge to 1F and the Trainer (E) below.
6. Head down the nearby stairs to 1B.
7. Go left toward the Trainer (F) and flip the nearby switch.
8. Head to the upper-right, pass the Trainer (G), and flip the northern switch.
9. Head west till you run into a table holding the Secret Key (8).
10. Retrace your steps (hit the switch to the northeast and near the other Trainer (F)), then head up the stairs.
11. Advance around the bend and out the door—you're done!

## NOTE

This route does not take into account all Trainers and Items you could encounter, and only offers the most direct route from the beginning of Pokémon Mansion to the exit. Take down all Trainers and collect any desirable Items along the way.

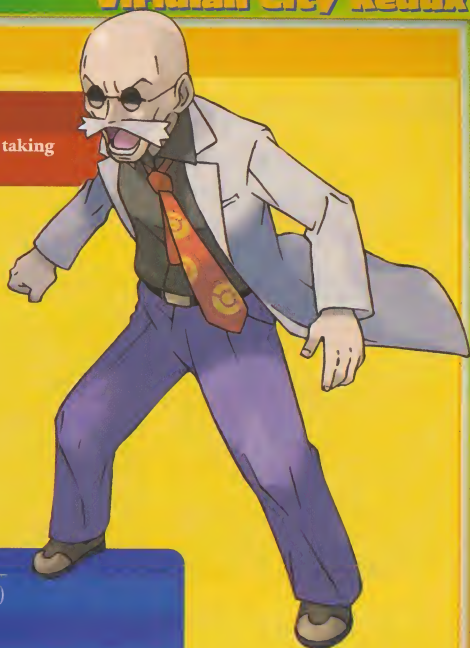
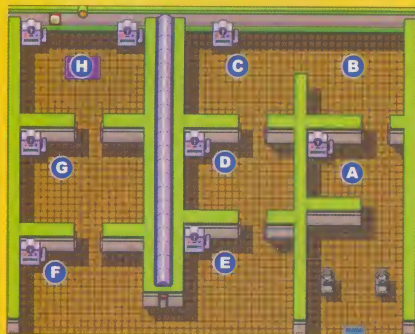
After clearing Pokémon Mansion, you possess the key to access the Cinnabar Island Gym and can challenge its leader, Blaine!

## Gym Battle: Blaine



## CAUTION

Your Pokémon should be at least Level 40 or more before taking on Blaine (H).



## Trainers

- (A) Vulpix LV36; Ninetales LV36; Growlithe LV36 (YES)
- (B) Vulpix LV36; Vulpix LV36; Ninetales LV36
- (C) Vulpix LV34; Ponyta LV34; Charmander LV34; Growlithe LV34 (NO)
- (D) Ponyta LV41 (NO)
- (E) Rapidash LV41 (NO)
- (F) Growlithe LV37; Vulpix LV37 (YES)
- (G) Growlithe LV37; Vulpix LV37 (NO)
- (H) Growlithe LV42; Ponyta LV40; Arcanine LV47; Rapidash LV41 (Blaine)

This Gym's puzzle requires that you answer the questions correctly at the various terminals positioned at each sealed doorway. We've provided the answers with the corresponding Trainer in the preceding list for ease of use. You can still fight the Trainers, and that also unlocks the doors. But if you answer incorrectly, you have to fight the Trainer.

Blaine's (H) a Fire-wielder, which means that if you started out with Squirtle, you're going to easily hose him. For everyone else, get a good Water-type Pokémon out front to rain on Blaine's parade.

Be wary of some of his offensive attacks; Blaine's Pokémon use Fire Blast, which is a nasty attack that totals weaker Pokémon. Do not bring Grass-types to this party because Blaine's boys will incinerate them.

After dousing Blaine's Fire and quenching your ambition, he coughs up the Volcano Badge and TM38 Fire Blast (that gives you the same attack with which he was attempting to beat down your Pokémon). With that bit taken care of, you have options:

1. After exiting the Gym, Bill greets you and asks if you'd like to visit Island One with him. This is an optional quest and is not necessary to beat the game. If you go, you won't be coming back for a while.
2. Head to Viridian City to finish this badge-collecting business by earning the last one at the now-available Viridian City Gym.

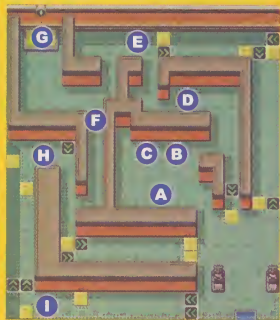
We're going to Viridian City, so get out your Flying-type and let's fly there!

## Gym Battle: Giovanni



### CAUTION

Your Pokémon should be at least Level 45 or more before taking on Giovanni (G).



Before facing Giovanni, you must maneuver through some of those rotating tiles from earlier in the game. It's easy.

### Trainers

- (A) Machop LV40; Machoke LV40
- (B) Sandslash LV38; Graveler LV38; Onix LV38; Graveler LV38; Marowak LV38
- (C) Rhyhorn LV43
- (D) Marowak LV37; Marowak LV37; Rhyhorn LV38; Nidoqueen LV39
- (E) Machoke LV38; Machop LV38; Machoke LV38
- (F) Sandslash LV38; Sandslash LV37; Rhyhorn LV38; Nidorino LV39; Nidoking LV39
- (G) Dugtrio LV42; Rhyhorn LV45; Nidoqueen LV44; Nidoking LV54; Rhyhorn LV50 (Giovanni)
- (H) Arbok LV39; Tauros LV39
- (I) Machoke LV43

1. Move past the first three Trainers (A, B, and C) and up to fight Trainer D.

2. Go left and fight Trainer E. With him out of the way, return to the entrance.

3. Take the transporter on the right, spin upward, then to the left.

4. Walk past Trainer E and right into Giovanni (G)!

This is it: Battle for the final Badge before the path to the Pokémon League, and the final challenge will open for you—you just have to beat Giovanni one last time to do it.

He comes with Ground- and Poison-types, so counter with Water-, Ice-, and Psychic-types. Otherwise, you must be really leveled up to use other types.

You should be able to mow down most of his guys with little effort (as long as you've leveled sufficiently): The double Rhyhorn are easy, as is Dugtrio (especially against a Flying-type). That leaves the pair of Nidoran to deal with it. They're the biggest headaches of this bunch, but with juiced attacks, they go down in time.

With Giovanni out of the way, you lay claim to the Earth Badge and TM26 Earthquake. With these in hand, it's time to head west onto Route 22 and the Pokémon League!

First, make sure you're healed and loaded up on Items...



## Rival Battle

Time for another battle with your erstwhile Rival. Depending on the Pokémon type you selected at Professor Oak's, your Rival's party varies in composition (in an attempt to overpower your main type):

### Everybody Fights:

Pidgeot:	LV47
Alakazam:	LV47
Rhyhorn:	LV45

### And if you picked...

Bulbasaur:	add Growlithe, LV45; Charizard LV53; Gyarados LV45
Squirtle:	add Exeggcute LV45; Ivysaur LV53; Growlithe LV45
Charmander:	add Wartortle LV40; Exeggcute LV38; Blastoise LV53

After traipsing across Route 22, your Rival appears once more. He has with him the usual suspects, and as long as you've been leveling up along the way, the usual strategy will work.

A strong Electric-type is helpful here against a wide array of his Pokémon. The main trouble comes from his starters, who are now at Level 53! Hammer away till he runs away. Go to town, heal, and it's through the gates leading to Victory Road—we'll meet you there!



## Victory Road

### NOTE

There are no Events in Victory Road. Follow the "Cheat Sheet" for the fastest route through, then it's on to the Elite Four and the final battle!





### CELADON CITY HALL

	<b>Arbok:</b>	<b>Rare</b> (FireRed Only)
	<b>Golbat:</b>	<b>Rare</b>
	<b>Machoke:</b>	<b>Rare</b>
	<b>Machop:</b>	<b>Common</b>
	<b>Mankey:</b>	<b>Common</b>
	<b>Onix:</b>	<b>Common</b>
	<b>Primeape:</b>	<b>Rare</b>
	<b>Sandslash:</b>	<b>Rare</b> (LeafGreen Only)

### Items

- 1 TM02 Dragon Claw
- 2 Rare Candy
- 3 TM37 Sandstorm
- 4 Full Heal
- 5 TM07 Hail
- 6 Max Revive
- 7 TM50 Overheat
- 8 Guard Spec.

### Other Points of Interest

**MT** = Move Tutor



### Trainers

- A** Persian LV42; Ponyta LV42; Rapidash LV42; Vulpix LV42; Ninetales LV42
- B** Raticate LV42; Ivysaur LV42; Wartortle LV42; Charmeleon LV42; Charizard LV42
- C** Machoke LV43; Machop LV43; Machoke LV43
- D** Drowzee LV41; Hypno LV41; Kadabra LV41; Kadabra LV41
- E** Persian LV44; Golduck LV44
- F** Mr. Mime LV48
- G** Exeggutor LV42; Sandslash LV42; Cloyster LV42; Electrode LV42; Arcanine LV42
- H** Charmeleon LV40; Lapras LV40; Lickitung LV40
- I** Clefairy LV42; Jigglypuff LV42; Chansey LV42
- J** Kindler LV41; Poliwhirl LV42; Tentacruel LV42; Seadra LV42; Blastoise LV43
- K** Bellsprout LV42; Weepinbell LV42; Victreebel LV42; Parasect LV42; Paras LV42
- L** Nidoqueen LV45; Nidoking LV45 (team battle)

## Victory Road/The Elite Four

To make your way through Victory Road, follow this "Cheat Sheet."

1. Head to the left and push the boulder over till it covers the switch on the far right.
2. Head to the ladder in the back left near Trainer (B).
3. Now head south and push the boulder onto the switch in the lower left.
4. Head up the nearby steps and work your way past the Trainer (C) and down the first set of steps.
5. Head east and follow the path as it twists north till you see the ladder near a Trainer (E).
6. Head up the ladder and take the nearby stone (to the north) and roll it west to cover the switch on the far side of the cavern near Item (7).
7. Backtrack and climb up the steps and make your way past the Trainer (I) till you hit another set of steps.
8. Moving east, you pass another pair of Trainers (J and K) till you reach a hole with a rock in front of it.
9. Push the rock in the hole, then jump in after it to drop to the floor below.
10. Now push that rock, too, covering the switch directly to the left near the Item (3).
11. After that, climb up the second set of steps and move past the Trainer (D) to climb the ladder.
12. Move past a team of Trainers (L) and descend the ladder to their left.
13. Heading east, go past the Move Tutor (MT) and exit Victory Road!

Upon busting out into the sunshine once more, turn due north and move on to the Indigo Plateau. Head into the building and get ready for the final fight...

## The Elite Four

### Shop Items

Ultra Ball:	P1200
Great Ball:	P600
Full Restore:	P3000
Max Potion:	P2500
Revive:	P1500
Full Heal:	P600
Max Repel:	P700

This is it: the end of the road and time to take on the last four Trainers. Load up on Full Restores, Full Heals, Revives, etc., because you'll need every one of them.



### CAUTION

After you battle the Elite Four, there is no going back. You cannot back out for Items, Healing, or any other mission. If you have things to do, you can use Fly to take care of them, but be ready to face the four toughest challenges (plus one) that you've handled to date.

### TIP

The Elite Four rely on Hyper Potions and the like. If you are frequently whittling them down to red, then watching them heal back to full, start with a weaker attack. Then, when they hit yellow, hammer them with your best move.

## Battle 1: Lorelei



Dewgong: LV64



Cloyster: LV51



Lapras: LV54



Slowbro: LV52



Jynx: LV54



### CAUTION

If you use Fire attacks against Lorelei, she makes your life unbearable and the fight un-winnable, so stay away from them!

First up is Lorelei—she relies on Ice-type Pokémon with a smattering of Water-types mixed into their types. You need a good Electric-type to make this battle go smoothly, so hopefully you have a high-level Raichu, or maybe you picked up Zapdos.

You can destroy Cloyster right off the bat, so get in there and smoke it—the same goes for Dewgong, who doesn't put up much of a fight, either.

The Pokémon you really have to worry about is Jynx—it uses its powers to put you to sleep or hammers you with an Ice Punch. Keep that Poké Flute or Awaken handy to deal with its shenanigans.

Lapras is a pain because it's very resilient to everything but Electric-type attacks. So keep drumming away at its thick hide until it gives up the ghost. Slowbro operates in much the same fashion, though it uses mainly Status attacks to rain on your parade.

### TIP

After each Battle, be sure to stop and Heal, Revive, and recover PPs so your best attacks are fully charged for each round.

## Battle 2: Bruno



Hitmonchan: LV53



Hitmonlee: LV53



Onyx: LV51



Onyx: LV54



Machamp: LV56

Bruno digs into his barrel of Pokémon and comes up with Rock and Fighting types of various stripes. Unlike Lorelei, Bruno doesn't act vengefully against any particular type of attack.

The low-level Onyx is easily destroyed by a Water- or Grass-type attack of nearly any magnitude. You've probably even fought an Onyx this "powerful" in the field, so thrash this fool and get on with it.

The real problems start when you tangle with the Hitmonchan and Hitmonlee. They both have very high defense and they both hit hard. Lay into them with a Psychic-type Pokémon, if you have one. Otherwise, keep healing and reviving until they go down.

Bruno's second Onyx can be a nightmare if you're in bad shape when it shows up. It uses Earthquake on your Pokémon, and the attack is utterly devastating. The Onyx is also shockingly fast and has a nasty habit of getting in the first hit, thereby ruining your day.

Bringing up the rear is Machamp, which proves not to be terribly difficult. You just need to get in the first few blows with a stronger Pokémon (Psychic-type especially) to send it packing.



## Battle 3: Agatha



Gengar: LV54



Golbat: LV54



Arbok: LV56



Haunter: LV53



Gengar: LV58



The third member of the Elite Four, Agatha, uses Ghost-types with a smattering of Poison thrown in for good measure.

She holds two Gengars: The first one you face increases its evasiveness while poisoning you. Get in there and hit it with Electric- or Psychic-type attacks to take it down.

Golbat is, well, Golbat. This should be child's play—a well-placed Electric-type attack pretty much wipes it out in one bolt.

Arbok is annoying. Its Sludge Bomb attack is incredibly poisonous and takes off a tremendous amount of health each round it's in effect. Your best bet is to get a Pokémon that's immune to Poison out there for the duration of that fight.

Next up is Haunter, who doesn't put up too much of a fight as long as you get in first and hit hard. The same goes for the second Gengar, thankfully. All of that's a good thing, too, because you're about to face the final member of the Elite Four.

## Battle 4: Lance



Gyarados: LV56



Dragonair: LV54



Aerodactyl: LV58



Dragonair: LV54



Dragonite: LV60



### CAUTION

Lance's Pokémon make heavy use of Hyper Beam, an utterly devastating attack. However, after it is used, his Pokémon must rest for a turn, so use that to your advantage if you have the misfortune of being hit by Hyper Beam.

Lance is the final step on your quest to vanquish the Elite Four and become the greatest Trainer on all of Kanto—can you do it?

First up we have a standard Gyarados. By now you know that Water Pokémon don't like Electric-types, so get your best Electric-type in there and blow it away.

Next up is a pair of Dragonair. Using Electric on them, too, works wonders (it's not as wonderful as Gyarados, but it gets the job done). Once they're down, you move on to the really heavy hitters.

Aerodactyl is a tough customer. It's Electric-type attacks again this time, though Water-type attacks work too. Aerodactyl is very fast, getting in plenty of attacks quickly, so keep your Heals, etc., constantly at the ready.

Finally, we come to Dragonite (Level 60). His special weakness is Ice. If you don't have that type, stick with Electric and be prepared to heal a lot. You can also hope for him to use Outrage, then become Confused, and injure himself. This is a very tough fight, so keep dishing it out as best you can and the battle is yours...or is it?

## Rival Battle

Oh, no! Just after conquering the Elite Four and with victory in your grasp, your Rival shows up for one last showdown! Could his timing be any better? Not likely...

### Everyone Fights:

Pidgeot:	LV59
Rhydon:	LV59
Alakazam:	LV57

### And if you started with...

Bulbasaur:	Arcanine LV59; Gyarados LV61; Charizard LV53
Squirtle:	Exeggutor LV59; Arcanine LV61; Venusaur LV53
Charmander:	Exeggutor LV59; Arcanine LV61; Blastoise LV53

By now you're probably badly depleted and desperately need to heal, but it's probably in your best interest to knock out at least the initial foe or two: That means Pidgeot, Gyarados, Exeggutor, and Rhydon. Electric-type attacks destroy Gyarados and Pidgeot in fairly short order, so get in there and fry them. Toss some Grass- or Water-types at the other pair, then get on with the rest of the show. When Arcanine shows up, it's Water-type attacks all the way to douse its destructive ambitions. (Make sure that Venusaur is out of sight when it shows up!)

The big problem comes from your Rival's starter Pokémon. They all have access to their types' most powerful attack: Hydro Pump, Solarbeam, Fire Blast. The good news is they only get five shots each; the bad news is they each do an incredible amount of damage. However, if you can survive a war of attrition (simply rotating Pokémon in and out and healing/reviving as you go), they're easy to take down. Barring that, you need to make do with what's on hand.



## The End....

You've done it! You've sent your Rival home to lick his wounds and you're the greatest Trainer in the world. The credits roll and...what's this? There's still more to do? Oh yes....



## Now What?

After beating the Elite Four and restarting your game, you'll need to go and catch 60 Pokémon for your Pokédex so that Professor Oak will give you the National Pokédex. Once that's done, it's time to disembark from Vermillion City to One Island.

## Legendary Pokémon

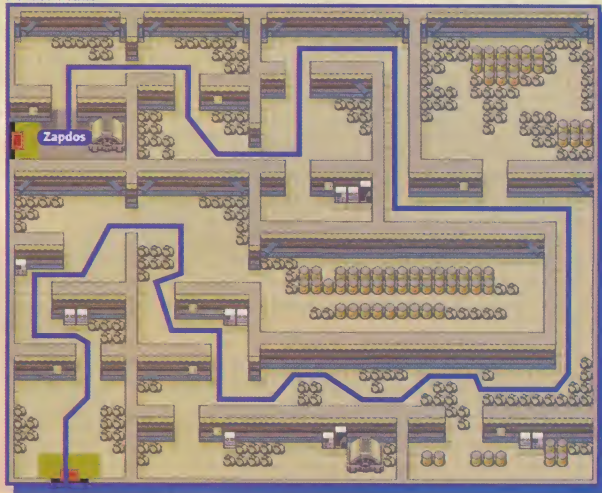
### NOTE

The following series of quests are optional and not required to beat the game. However, if you want the Legendary Pokémon, you have to do them.

## Zapdos



Power Plant



### Catch Them All!

	<b>Electabuzz:</b>	Rare (FireRed Only)
	<b>Magnetite:</b>	Common
	<b>Magneon:</b>	Common
	<b>Pikachu:</b>	Rare
	<b>Voltorb:</b>	Common

## Items to Have On Hand

As many Ultra Balls as you can carry afford

High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.

Zapdos is the easiest of the Legendary Pokémon to obtain. After you gain the Surf ability, return to the Pokémon Center on Route 10 (near Rock Tunnel) and Surf along the small river that runs right by the Center. Once inside, follow the route outlined on the map. It takes you right to Zapdos.

Catching Zapdos is trying, as you must reduce its health to red, then keep chucking Ultra Balls till it's bagged—bear in mind that it takes luck to catch Zapdos, so don't get frustrated if this takes multiple attempts. Also be aware that because it's an Electric-type, it's more susceptible to Rock- and Ice-types.

With Zapdos in hand, head out the left door to return to Route 10.

# Articuno



## Catch Them All!

	<b>Golbat:</b>	Rare
	<b>Golduck:</b>	Rare (FireRed Only)
	<b>Psyduck:</b>	Common (FireRed Only)
	<b>Seel:</b>	Common
	<b>Shellder:</b>	Common (FireRed Only)
	<b>Slowbro:</b>	Rare (LeafGreen Only)
	<b>Slowpoke:</b>	Common (LeafGreen Only)
	<b>Zubat:</b>	Common



## Items to Have On Hand

As many Ultra Balls as you can carry/afford

High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.

Escape Rope (to make a quick exit after catching Articuno)

High-level Pokémon with Surf, Strength, and Status attacks such as Paralyze, Sleep, etc.

Advance across Route 19 (south of Fuchsia) to reach the Seafoam Islands. Once there, head into the first cave you spot.

Capturing Articuno requires more work than bagging Zapdos (if you did that first). The main issue is navigating the maze-like levels, pushing various stones into holes, and redirecting the water flow so you can reach the Legendary Pokémon that makes its home here.

Following this "Cheat Sheet," however, easily gets you there:

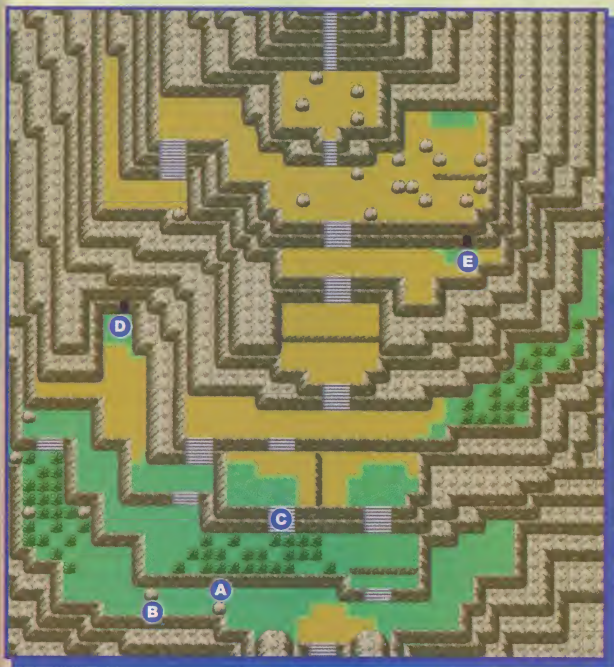
1. Move to point **A** and push the nearby rock into the hole (you only need to do this if you wish to continue to Cinnabar after getting Articuno). Follow that rock down to exit at Seafoam's opposite end; otherwise, continue to step 2.
2. Make your way to point **B**, push the nearby rock into the hole, and fall in after it.
3. Push the same rock into the next hole at point **C** and, again, fall in after it.
4. On the next level down, push the rock into the next hole at **D** and clamber in after it.
5. You land in the water and Surf automatically kicks in. From here, Surf to the northern stairs, then make your way to the ladder at **E** and climb up.
6. After ascending the ladder, travel to southeastern point **F**, then west to find a series of rocks.
7. Maneuver rock **G** left. From there, push rock **H** into the hole below it.
8. With those two out of the way, move rock **I** all the way up, then maneuver rock **J** into the nearest hole by pushing it down once, then left twice, then once into the hole.
9. Drop in after the rock and Surf north to find Articuno chilling out on a slab of ice.



When you reach Articuno, it's business as usual: Reduce its health as low as you can without beating it, then throw Ultra Balls till it's captured. As was the case with Zapdos, status effects are helpful. But generally, it takes luck.

After you bag Articuno, use an Escape Rope to exit or backtrack up and out of Seafoam via Route 19 or Route 20 (if you followed Step 1 to its conclusion).

## Moltres



### CINNABAR MALL L1

	<b>Golduck:</b>	<b>Rare</b> (FireRed Only)
	<b>Psyduck:</b>	<b>Common</b> (FireRed Only)
	<b>Seel:</b>	<b>Common</b>
	<b>Shellder:</b>	<b>Common</b> (FireRed Only)
	<b>Slowbro:</b>	<b>Rare</b> (LeafGreen Only)
	<b>Slowpoke:</b>	<b>Common</b> (LeafGreen Only)
	<b>Zubat:</b>	<b>Common</b>

### Items to Have On Hand

As many Ultra Balls as you can carry afford

High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.

Escape Rope (if you want to make a quick exit after catching Moltres)

High-level Pokémon with Strength and Status attacks such as Paralyze, Sleep, etc.

To find Moltres and his mountain aerie, you need to gain access to One Island (after you defeat Blaine, the Gym Leader of Cinnabar Island). If you visit One Island before beating the game, getting Moltres is still optional but recommended—especially if you lack a strong Fire-type.

When you reach One Island, you must travel north via Surf and enter the foothills by heading up the stairway.

Use this handy "Cheat Sheet" (and the maps) to reach Moltres:

1. Proceed left and push boulder **A** all the way over.
2. Continue left and push boulder **B** left.
3. Continue on, following the eastern path, then head up the first unblocked set of stairs (**C**).
4. Continue up the next set of steps, then move left to the cave entrance (**D**).
5. Go through the twisting cavern, fending off Geodude till you exit at **E**.
6. Head left and up the steps and into Moltres's lair.

At this point, you need to maneuver through a small puzzle:

1. Push the right boulder up.
2. Push the left boulder left.
3. Move up and push the left boulder left.
4. Push the top boulder up.
5. Push that final boulder all the way right.

Now you're face-to-beak with Moltres. As with its Legendary compatriots, whittle down Moltres to red, then shower it with Ultra Balls till it's snared. As with the others, Moltres is tough to nab, so stick with it till it's added to your burgeoning team.

## Visual Braille

A	B	C	D	E	F	G	H	I	J	K	L	M	N
O	P	Q	R	S	T	U	V	W	X	Y	Z	,	.

You may have discovered some odd stone tablets with some unusual, dot-like markings on them while meandering about the Islands. As it turns out, it's actually Braille. Here is a quick and easy translation guide so you can read exactly what the messages are saying. In just about every case, the Braille is a valuable tip or clue that will enable you to get that much further in the game. In fact, even if you're only using the guide as a Pokédex reference, it wouldn't hurt to keep this table handy in case you get stuck.

## NOTE

In most cases, the Braille messages are coded rather cryptically, so even after translating them, they may require some additional thought to 'translate' completely.

## Sevii Islands

### NOTE

You gain access to the Islands after defeating Blaine, the Gym Leader of Cinnabar Island. You can either head out with Bill at that moment, or meet up with him at the Cinnabar Pokémon Center later.

## One Island

Back on One Island, speak to Celio in the Pokémon Center. He'll ask you to undertake a small errand for him. Remember those two Rockets hanging out in Moltres' lair to the north (assuming you did that quest *before* beating the game)? Now you'll want to zip up there once more and battle the two Rockets standing guard (see the Moltres section for the map and directions). With them out of the way, trek through the tunnels to the Ruby. Take that back to Celio and, suddenly, you're on to Four Island... and beyond!

### Event 1



Upon arriving on One Island, Bill takes you to meet his friend Celio in the Pokémon Network Center (think of it as the megastore of *FireRed* and *LeafGreen*). It features a big computer that, when repaired, allows communication with other continents in the Pokémon world. After speaking with Bill and Celio, you are given an Item to take to the Game Center on Two Island.



### Event 2



Not so much an Event as a location, Treasure Beach, south of One Island, features sandy shores and a good place to use your Itemfinder to hunt for hidden Items.

## Spoilers: Unfinished Business

To the north is the lair of Moltres, the Legendary Pokémon. If you haven't captured Moltres yet, refer to the guide's previous section and decide if it's something you want to complete now (you can always come back later).

## Two Island



### Event 1



When you arrive on Two Island, head to the Game Corner to complete your errand. Unfortunately, the fellow that runs the Game Corner has a problem: His daughter has been nabbed and it's up to you to rescue her from Three Island.

### Event 2



Before rescuing her, however, note that the Move Tutor lives in the purple-roofed house. This fellow re-teaches the moves your Pokémon learned naturally the first time around—for a price! This is a good chance to undo any poor move choices made to this point.

### Event 3



To the town's north is a small house. Inside is a Move Tutor who teaches your starter Pokémon a devastating attack. Make sure it's in the lead when you speak to her. You want this move.

## Three Island

### Event 1



On Three Island, head due north and tussle with a gang of miscreants tormenting the locals. After dealing with that, you gain access to the rest of the town (and speak to one of the tormented locals to get a nice surprise). Follow the path as it leads you to the Berry Forest entrance.



## Berry Forest



This is simple: Follow the trail noted on the map to find Lostelle, the Game Corner guy's daughter. When you find her, you must dispatch an easy Hypno (LV30), then you are whisked to Two Island to complete the errand. Now you can go to One Island, and then return to Cinnabar (you have permanent access to the Islands from this point forward via Vermilion City).



## Four Island



### Catch Them All!

	<b>Goldeen*</b>	<b>Common</b>
	<b>Gyarados**</b>	<b>Rare</b>
	<b>Magikarp*</b>	<b>Common</b>
	<b>Poliwag*</b>	<b>Common</b>
	<b>Poliwhirl**</b>	<b>Rare</b>

\*Good Rod Required

\*\*Super Rod Required

### Shop Items

Ultra Ball:	P1200
Full Restore:	P3000
Max Potion:	P2500
Revive:	P1500
Ice Heal:	P250
Full Heal:	P600
Escape Rope:	P550
Max Repel:	P700

### Items

- 1** Star Piece
- 2** Stardust

### Event 1



The only thing of note on Four Island itself (not counting Icefall Cave) is the Day Care center located in the building with the orange roof. Therein, you can drop off two Pokémon to be raised (one step equals 1 Exp). The bonus here, however, is that

your Pokémon can potentially breed, scoring you an egg from which a new baby Pokémon will hatch. You'll have to give it time, though, so drop a pair off and come back later.

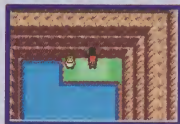
### Event 2



A quick jaunt into the purple-roofed house to the northwest of the Pokémon Center will lead you to a Move Tutor and the Body Slam attack.



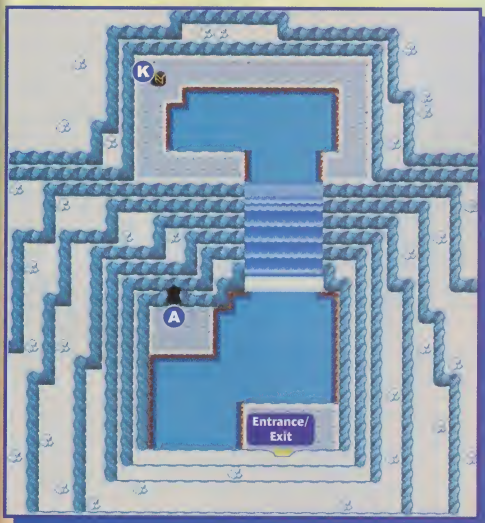
## Event 3



The primary reason you're on Four Island is to complete the small dungeon in Icefall Cave. Stock up on some gear at the nearby Mart and head on in.



## Icefall Cave



### Catch Them All!

	<b>Golbat:</b>	Common
	<b>Goldeen*:</b>	Common
	<b>Gyarados**:</b>	Rare
	<b>Horsea*:</b>	Common
	<b>Magikarp*:</b>	Common
	<b>Poliwag*:</b>	Common
	<b>Psyduck**:</b>	Common
	<b>Slowpoke**:</b>	Common
	<b>Sneasel:</b>	Rare
	<b>Swinub:</b>	Common
	<b>Zubat:</b>	Common

\*Good Rod Required

\*\*Super Rod Required



## Icefall Cave Cheat Sheet

1. Surf to the opposite shore and then head through **A**.
2. From there, head across the thin ice to point **B** to grab an Ultra Ball.
3. Head up and around to point **C**, and fall through the thin ice by walking on it twice.
4. Once you touchdown, you can immediately board the ladder at **D** and head back up.
5. Go to the thin ice at **E** and fall through once more.
6. Skate down, then right once to reach the Nevermeltice at **F**, then go back up the ladder at **D**.
7. This time drop through the thin ice at **G**, and head back down to the frozen pond below.
8. Skate up, right, down, left, and proceed off the ice to **H** to get a Full Restore.
9. Go up the ladder at **I** to **J**, which happens to be HM07 Waterfall.
10. Attach the HM07 Waterfall to an aquatic Pokémon, then head out the doorway leading south (where you initially entered this chamber).
11. Use Waterfall to climb the large waterfall in the main chamber, then head down the ladder at **K**.
12. From there, head through the doorway at **L**.

### Event 1



Now you'll have to fight a group of Team Rocket Pokémon-poachers at the side of Lorelei, of all people. Get in there and smash the Rocket (Zubat LV38; Zubat LV38; Golbat LV38), and continue the quest that began with finding the Ruby plate. It's time to head to Five Island.



## Five Island

### NOTE

There are no Events on the main part of Five Island on the first visit. You'll either want to head north into the Water Labyrinth or southeast to Memorial Pillar.



### Catch Them All!

	Gyarados**:	Rare
	Hoppip:	Common
	Kingler**:	Rare
	Krabby*:	Common
	Magikarp*:	Common
	Meowth:	Common
	Persian:	Rare
	Pidgey:	Common
	Psyduck**:	Common
	Sentret:	Common
	Shellder**:	Common
	Slowpoke**:	Common

\*Good Rod Required

\*\*Super Rod Required

### Items

- 1 Max Potion
- 2 PP Up



## Trainers

- (A) Rattata LV48; Grimer LV48; Muk LV48
- (B) Ekans LV48; Gloom LV48; Gloom LV48
- (C) Koffing LV49; Weezing LV49

## NOTE

All Pokémon are the same for each section of the Islands, i.e. the Catch 'Em All! list for each main island is the same for each section unless otherwise noted.

## Water Labyrinth/Resort Gorgeous/Lost Cave



## Trainers

- (A) Pikachu LV48; Clefairy LV48; Marill LV48
- (B) Smeargle LV50
- (C) Hoppip LV48; Skiploom LV50
- (D) Smeargle LV50
- (E) Mareep LV47; Mareep LV48; Flaaffy LV49
- (F) Raticate LV48; Pidgeotto LV48
- (G) Poliwhirl LV48; Tentacool LV48; Tentacruel LV48

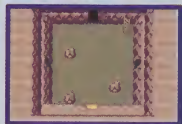


## Event 1



First, make your way out to the far west island. You'll find a trainer (A), and an older gentleman will give you an egg containing a Togepi! Of course, you'll need to have a free slot in your party and a solid Friendship rating with your lead Pokémon—so if you've been keeping it injured or haven't been using it much, no egg for you!

## Event 2



Room 1: 3 O'Clock



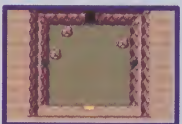
Room 2: 12 O'Clock



Room 3: 6 O'Clock



Room 4: 6 O'Clock



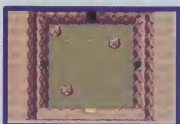
Room 5: 3 O'Clock



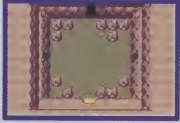
Room 6: 9 O'Clock



Room 7: 6 O'Clock



Room 8: 3 O'Clock



Room 9: 12 O'Clock



**Room 10:**  
The second Event will take you into the Lost Cave in the far northwest corner. To navigate the cave, you'll need to count the number of rocks present, then head through the doorway where that number would point on the face of a clock. For instance, if there are 12 rocks in a room, head north since the hour hand at 12 o'clock is pointing up.

## Item Rooms

As you navigate the various rooms, you'll have an opportunity to nab 4 Items. They are always located through the opposite doorway of where you're supposed to go according the number of rocks present—if there are 12 rocks, head south to where 6 would be on a clock.

Room 2: Lax Incense

Room 6: Max Revive

Room 4: Sea Incense

Room 8: Rare Candy



At the very bottom (the tenth room) you'll find a Trainer holding two LV49 Persians. After defeating her, you'll be warped back to the island you passed on your way

here. Follow her back into her house and have a chat with her. If you can bring her the Pokémon she wants to see (not keep), you'll get a random prize:

Big Pearl

Pearl

Luxury Ball

Nugget

Stardust

Star Piece

And, with that, you're done. If you haven't already taken care of it, head for Memorial Pillar (bring a Lemonade, too). Otherwise, Six Island is next.



## Memorial Pillar



### Trainers

- (A) Pidgery LV47; Pidgetto LV49
- (B) Spearow LV47; Fearow LV49
- (C) Hoothoot LV47; Noctowl LV49

### Items

- (1) Metal Coat



### Event 1



The only Event on Memorial Pillar is at the bitter southern tip. There you'll find a sad boy pining for his departed Onix. If you place Lemonade on the pillar, however, you'll be rewarded with TM42 Façade!

## Spoilers: Unfinished Business

You can't get to the Rocket Warehouse situated on the main part of Five Island till later, but you'll want to come back here when the time is right and complete this portion of the quest by repairing Celio's machine.



### Items

- ① Up-Grade
- ② Pearl
- ③ Big Pearl
- ④ TM36 Sludge Bomb

After defeating the final Trainer **F**, you'll earn the Sapphire! Now it's time to head back to One Island and give it to Celio. When you do, he'll fix the machine that'll allow you to trade with Pokémon Ruby and Sapphire as well as Pokémon Colosseum! Congratulations!

### Trainers

- A** Houndour LV49; Houndour LV49
- B** Machop LV48; Machop LV48; Machoke LV48
- C** Hypno LV49; Hypno LV49
- D** Muk LV52; Arbok LV53; Vileplume LV54
- E** Golbat LV53; Weezing LV54; Houndoom LV55
- F** Voltorb LV46; Porygon LV46; Electrode LV46; Magnemite LV46; Magneton LV46

## Six Island

## NOTE

There are no Events on the main part of Six Island. You'll either want to head north to the Water Path or south to Ruin Valley.



## Shop Items

Ultra Ball:	P1200
Full Restore:	P3000
Max Potion:	P2500
Revive:	P1500
Ice Heal:	P250
Full Heal:	P600
Escape Rope:	P550
Max Repel:	P700

## Items

- 1 Dragon Scale

## Trainers

- A Voltorb LV46; Mr. Mime LV48; Voltorb LV46;  
Electrode LV47
- B Onix LV49; Machoke LV49

## Catchable Pokémon

Bellsprout:	Common (LeafGreen Only)
Fearow:	Rare
Gloom:	Rare (LeafGreen Only)
Gyarados**:	Rare
Kingler**:	Rare
Krabby**:	Common
Magikarp*:	Common
Marill:	Rare (LeafGreen Only)
Oddish:	Common (FireRed Only)
Psyduck:	Rare (FireRed Only)
Spearow:	Common
Weepinbell:	Common (LeafGreen Only)
Woooper:	Rare (FireRed Only)

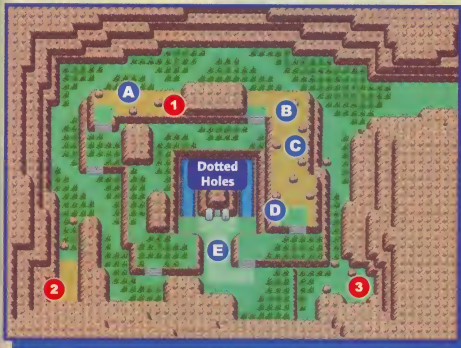
\*Good Rod Required

\*\*Super Rod Required

## NOTE

All Pokémon are the same for each section of the Islands, i.e. the Catch 'Em All! list for each main island is the same for each section unless otherwise noted.

## Ruin Valley



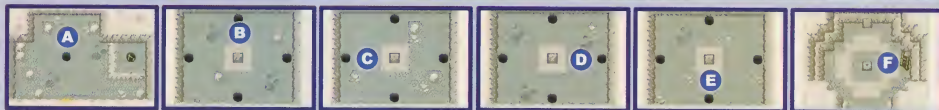
### Trainers

- (A) Sudowoodo LV50
- (B) Graveler LV48; Onix LV48; Graveler LV48
- (C) Golem LV50
- (D) Machoke LV49; Machoke LV49
- (E) Rhyhorn LV49; Kangaskhan LV49

### Items

- 1 Full Restore
- 2 HP Up
- 3 Sun Stone

## Event 1



First off, once you've reached Dotted Hole, use Cut to slice down the door, then head inside. Navigate each succeeding level by following the letter trail noted here in the images. There are 6 levels and, at the bottom, you'll find the Sapphire! Unfortunately, you won't be walking away with it, time to head back to the Rocket Warehouse on Five Island *unless* you haven't checked the northern parts of Six Island.



## Water Path

### Trainers

- (A) Chinchou LV49; Lanturn LV49
- (B) Gyarados LV50
- (C) Pikachu LV50; Pikachu LV50
- (D) Sunkern LV 49; Sunflora LV49

### Items

- 1 Elixir

## Event 1



The only Event here is the woman in the second purple-roofed house. She wants a large Heracross, so the bigger the better. If you bring her one, she'll reward you with a Nest Ball. The

good news is that as long as you keep bringing her bigger and bigger Heracross, she'll keep giving you balls. Can't beat that!

## Pattern Bush

## NOTE

There are no Events in Pattern Bush. Make your way to the exit on the opposite end of the area and head onward to the second part of Water Path, the Altering Cave.

## Trainers

- (A) Farfetch'd LV48; Farfetch'd LV48
- (B) Chansey LV50
- (C) Heracross LV49
- (D) Snubbull LV49
- (E) Weepinbell LV47; Weepinbell LV47; Victreebel LV49
- (F) Venonat LV48; Venomoth LV48
- (G) Sandslash LV48; Onix LV48; Sandslash LV48
- (H) Paras LV48; Parasect LV49; Paras LV48
- (I) Hoppip LV46; Hoppip LV47; Skiploom LV47; Skiploom LV48
- (J) Yanma LV45; Beedrill LV45; Beedrill LV47; Yanma LV46
- (K) Clefairy LV48; Clefairy LV48; Clefable LV48
- (L) Pinsir LV49; Heracross LV50



## CATCH THEM ALL!

	Caterpie:	Common
	Heracross:	Rare
	Ledyba:	Rare (LeafGreen Only)
	Kakuna:	Common
	Metapod:	Common
	Spinarak:	Rare (FireRed Only)

## Water Path, Part 2/Altering Cave



### NOTE

There are no Events on Water Path, Part 2 or Altering Cave...or are there?

### Trainers

- A** Natu LV48; Slowbro LV48; Kadabra LV49
- B** Marill LV50
- C** Poliwhirl LV50; Starmie LV50
- D** Kingler LV49; Wartortle LV49
- E** Muk LV48; Golbat LV48; Raticate LV48
- F** Qwilfish LV49; Qwilfish LV49

### Items

- 1** PP Up

## Altering Cave



What mysteries lurk in the Altering Cave? Only time will tell...

## What Now?

If you've completed the Ruins to the south, then it's time to head back to Five Island and to take out the trash at the Warehouse. If you want, you could also head to Seven Island, but you can always save that for later.

## Seven Island



### NOTE

There are no Events on the main part of Seven Island. From here, you can head north to the Trainer Tower or south to Sevalt Canyon and, eventually, the Tanoby Ruins.

### Shop Items

Ultra Ball:	¥1200
Great Ball:	¥600
Full Restore:	¥3000
Max Potion:	¥2500
Hyper Potion:	¥1200
Revive:	¥1500
Full Heal:	¥600
Escape Rope:	¥550
Max Repel:	¥700

### NOTE

The (X) marks the spot where a Swords Dance Move Tutor stands.



### Trainers

- (A) Natu LV48; Drowzee LV48; Hypno LV50
- (B) Girafarig LV52
- (C) Bellossom LV50; Bellossom LV50
- (D) Voltorb LV47; Voltorb LV47; Pineco LV47; Pineco LV47
- (E) Gloom LV50; Vileplume LV51
- (F) Golduck LV50; Psyduck LV50

### Catchable Pokémon

	Fearow:	Rare
	Geodude:	Common
	Graveler:	Rare
	Gyarados**:	Rare
	Kingler**:	Rare
	Krabby*:	Common
	Magikarp*:	Common
	Mantine**:	Rare (LeafGreen Only)
	Marowak:	Rare
	Onix:	Common
	Persian:	Rare
	Phanpy:	Rare
	Qwilfish**:	Rare (FireRed Only)
	Sentret:	Common
	Skarmory:	Rare (FireRed Only)

\*Good Rod Required

\*\*Super Rod Required

## Trainer Tower



Within the Trainer Tower, you'll be able to fight up eight levels of Trainers in four different gameplay modes: Single, Double, Knockout, and Elimination. The goal is to conquer the Tower in the quickest time possible to win an Up-Grade. Each time you break your record, you'll get another Up-Grade, but this will get more and more difficult with each ascent, for all the Pokémon you fight are the same strength as the strongest Pokémon you bring to a battle. In addition to the Up-Grade reward, it's also a good way to compare with friends exactly how quickly you can reach the top.

### Shop Items

Escape Rope:	P550
Full Heal:	P600
Full Restore:	P3000
Great Ball:	P600
Hyper Potion:	P1200
Max Potion:	P2500
Max Repel:	P700
Revive:	P1500
Ultra Ball:	P1200



## CAUTION

Everything you do in the Tower eats into your time, including opening menus, healing animations between rounds, etc.

## Sevalt Canyon



### Items

- 1 Nugget
- 2 Max Elixir
- 3 King's Rock

## Event 1



This little cave is known as Tanoby Key. All you need to do is push the boulders into the empty

holes in the ground to trigger... something.

## Event 2



The little purple-roofed house at the south end of Sevalt Canyon has a gentleman that'll heal you with a dance. Afterward, you can snag the Lucky Punch from his table—who's the lucky one now?

### Trainers

- (A) Miltank LV52; Tauros LV52
- (B) Sandslash LV48; Ursaring LV49; Lickitung LV48
- (C) Tangela LV49; Exeggcute LV49; Exeggutor LV49
- (D) Chansey LV50
- (E) Primeape LV48; Hitmontop LV48; Machoke LV48
- (F) Rhydon LV47; Slowbro LV48; Ursaring LV50; Kangaskhan LV47; Machoke LV48
- (G) Persian LV47; Dewgong LV47; Girafarig LV50; Ninetales LV48; Rapidash LV48

## Tanoby Ruins



### Trainers

- (A) Onix LV50
- (B) Marowak LV49; Golduck LV49
- (C) Smeargle LV50
- (D) Geodude LV48; Graveler LV48; Graveler LV48

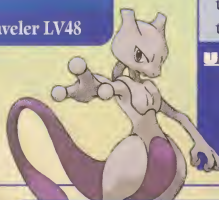
### Event 1

Referencing the map depicted here, use the following chart to determine which Unown is available in each of the seven islands located here *if*, of course, you solved the puzzle at Tanoby Key:

#### Unown Locations

- Viapois Chamber 1: Z !
- Rixy Chamber 2: B M V W X
- Sculib Chamber 3: F G K T Y
- Dillford Chamber 4: J L P Q R
- Weepth Chamber 5: E I N S
- Liptoo Chamber 6: C D H O U
- Monean Chamber 7: A ?

## Cerulean Cave



### Items

- 1 Nugget
- 2 Full Restore
- 3 Max Elixir
- 4 PP Up
- 5 Ultra Ball
- 6 Full Restore
- 7 Max Revive
- 8 Ultra Ball



The final, legendary Pokémon you can catch is Mewtwo located in Cerulean Cave. To find it, simply return to Cerulean City (after you've helped Celio repair his network machine), then proceed to the west. Surf across the river to the north and enter the cave located just across the way.

To reach Mewtwo, follow the handy maps with the routes traced out. Also, be aware that none of the gear noted herein is really worth the trouble of going out of the way for, so think long and hard before making a run for things like a PP Up or an Ultra Ball if it's out of the way.

### CAUTION

Not only is Mewtwo a massive handful (Level 70!), it's also very, very powerful. Furthermore, the route to reach Mewtwo is stocked with very high level Pokémon, so make sure you're heavily equipped with all manner of gear (think Elite 4 levels of equipment and then some) before plunging ahead. Also, it's a good idea to have at least your starter be at parity with Mewtwo level-wise (if not multiple Pokémon).

### TIP

You may want to catch Mewtwo, but it is very, very difficult. Naturally, you'll have to whittle it down to the red zone, but having a Pokémon capable of putting Mewtwo to sleep would be a fantastic idea and make it that much easier. Or, though this isn't recommended, you could use the single Master Ball (if you haven't already) to capture it instantly.

### NOTE

You must repair Celio's Network Machine before you can return to Cerulean City and tackle this final quest.

# Pokédex Key

## Pokémon Stats

This contains the Pokémon's name, number (out of 251), Type, Height, Weight and Ability (note that some Pokémon have multiple Abilities).

## Locations

This table lets you know where you can find this Pokémon throughout the massive world of Kanto in *Pokémon FireRed* (🔥) and *LeafGreen* (🌿). It also notes whether the Pokémon is available in only *FireRed* or only *LeafGreen*, or if it is only available via Evolution.

## 016: Pidgey™



Height: 1'00"  
Weight: 4 lbs.  
Ability: Keen Eye—Pidgey's ability protects it from having its Accuracy lowered.

Location(s)

Rarity: Only One

Route 1	Route 2	Route 3
Route 5	Route 6	Route 7
Route 8	Route 12	Route 13
Route 14	Route 15	Route 25

Rarity: Only One

Route 1	Route 2	Route 3
Route 5	Route 6	Route 7
Route 8	Route 12	Route 13
Route 14	Route 15	Route 25

Evolution



## Attacks

This table provides info on the various attacks available to the Pokémon and the level at which it earns that ability. Entries denoted with a dash like this (—) mean the Pokémon has that attack as a default move.

NORMAL FLYING

TM/HM	Name	Attack Level	Attack
TM08	Tonic	—	Tackle
TM10	Hidden Power	5	Sand-Attack
TM11	Sunny Day	9	Gust
TM17	Protect	13	Quick Attack
TM17	Rain Dance	19	Whirlwind
TM21	Frustration	25	Wing Attack
TM27	Return	31	Featherdance
TM32	Double Team	39	Agility
TM40	Aerial Ace	47	Mirror Move
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
TM45	Attract	—	—
TM46	Theft	—	—
TM47	Steel Wing	—	—
HM02	Fly	—	—

Move Tutor

Attack

Double-Edge

Mimic

Substitute

## TM/HM Compatibility Chart

This table shows the various TMs and HMs that are compatible with this Pokémon. If it's not listed here, the Pokémon can't use it.

## Evolutions

This portion graphically illustrates the various forms the Pokémon can go through as it increases its experience and moves through levels.

## Move Tutor Compatibility

Scattered throughout Kanto are Move Tutors that teach your Pokémon various special moves. This list denotes what moves this Pokémon can learn from Move Tutors.



## Pokédex

### 001: Bulbasaur™

GRASS POISON



Height: 2'1"  
Weight: 15 lbs.  
Ability: Overgrow—Bulbasaur's Grass-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	—	Toxic	—	—	Tackle
TM09	—	Bullet Seed	4	—	Growl
TM10	—	Hidden Power	7	—	Leech Seed
TM11	—	Sunny Day	10	—	Vine Whip
TM17	—	Protect	15	—	Poisonpowder
TM19	—	Giga Drain	15	—	Sleep Powder
TM21	—	Frustration	20	—	Razor Leaf
TM22	—	Solarbeam	25	—	Sweet Scent
TM27	—	Return	32	—	Growth
TM32	—	Double Team	38	—	Synthesis
TM35	—	Sludge Bomb	46	—	Solarbeam
TM42	—	Facade	—	—	—
TM43	—	Secret Power	—	—	—
TM44	—	Rest	—	—	—
TM45	—	Attract	—	—	—
HM01	—	Cut	—	—	—
HM04	—	Strength	—	—	—
HM05	—	Flash	—	—	—
HM06	—	Rock Smash	—	—	—

Move Tutor	Attack
Body Slam	—
Double-Edge	—
Mimic	—
Substitute	—
Swords Dance	—

#### Location(s)

Rarity: Only One

Starter Pokémon from Professor Oak in Pallet Town

Rarity: Only One

Starter Pokémon from Professor Oak in Pallet Town

#### Evolutions



### 003: Venusaur™

GRASS POISON



Height: 6'07"  
Weight: 221 lbs.  
Ability: Overgrow—Venusaur's Grass-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM05	—	Roar	—	—	Tackle
TM06	—	Toxic	—	—	Growl
TM09	—	Bullet Seed	—	—	Leech Seed
TM10	—	Hidden Power	—	—	Vine Whip
TM11	—	Sunny Day	41	—	Growth
TM15	—	Hyper Beam	53	—	Synthesis
TM17	—	Protect	65	—	Solarbeam
TM19	—	Giga Drain	—	—	—
TM21	—	Frustration	—	—	—
TM22	—	Solarbeam	—	—	—
TM25	—	Earthquake	—	—	—
TM27	—	Return	—	—	—
TM32	—	Double Team	—	—	—
TM36	—	Sludge Bomb	—	—	—
TM42	—	Facade	—	—	—
TM43	—	Secret Power	—	—	—
TM44	—	Rest	—	—	—
TM45	—	Attract	—	—	—
HM01	—	Cut	—	—	—
HM04	—	Strength	—	—	—
HM05	—	Flash	—	—	—
HM06	—	Rock Smash	—	—	—

Move Tutor	Attack
Body Slam	—
Double-Edge	—
Mimic	—
Substitute	—
Swords Dance	—
Frenzy Plant	—

#### Location(s)

Rarity: Evolve

Evolve Ivysaur

Rarity: Evolve

Evolve Ivysaur

#### Evolutions



### 002: Ivysaur™

GRASS POISON



Height: 3'03"  
Weight: 29 lbs.  
Ability: Overgrow—Ivysaur's Grass-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	—	Toxic	—	—	Tackle
TM09	—	Bullet Seed	—	—	Growl
TM10	—	Hidden Power	—	—	Leech Seed
TM11	—	Sunny Day	22	—	Razor Leaf
TM17	—	Protect	29	—	Sweet Scent
TM19	—	Giga Drain	38	—	Growth
TM21	—	Frustration	47	—	Synthesis
TM22	—	Solarbeam	56	—	Solarbeam
TM27	—	Return	—	—	—
TM32	—	Double Team	—	—	—
TM36	—	Sludge Bomb	—	—	—
TM42	—	Facade	—	—	—
TM43	—	Secret Power	—	—	—
TM44	—	Rest	—	—	—
TM45	—	Attract	—	—	—
HM01	—	Cut	—	—	—
HM04	—	Strength	—	—	—
HM05	—	Flash	—	—	—
HM06	—	Rock Smash	—	—	—

Move Tutor	Attack
Body Slam	—
Double-Edge	—
Mimic	—
Substitute	—
Swords Dance	—

#### Location(s)

Rarity: Evolve

Evolve Bulbasaur

Rarity: Evolve

Evolve Bulbasaur

#### Evolutions



### 004: Charmander™

FIRE



Height: 2'00"  
Weight: 19 lbs.  
Ability: Blaze—Charmander's Fire-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	—	Focus Punch	—	—	Scratch
TM02	—	Dragon Claw	—	—	Growl
TM06	—	Toxic	7	—	Ember
TM10	—	Hidden Power	13	—	Metal Claw
TM11	—	Sunny Day	19	—	Smokescreen
TM17	—	Protect	25	—	Scary Face
TM21	—	Frustration	31	—	Flamethrower
TM23	—	Iron Tail	37	—	Slash
TM27	—	Return	43	—	Dragon Rage
TM28	—	Dig	49	—	Fire Spin
TM31	—	Brick Break	—	—	—
TM32	—	Double Team	—	—	—
TM35	—	Flamethrower	—	—	—
TM38	—	Fire Blast	—	—	—
TM40	—	Aerial Ace	—	—	—
TM42	—	Facade	—	—	—
TM43	—	Secret Power	—	—	—
TM44	—	Rest	—	—	—
TM45	—	Attract	—	—	—
TM50	—	Overheat	—	—	—
HM01	—	Cut	—	—	—
HM04	—	Strength	—	—	—
HM06	—	Rock Smash	—	—	—

Move Tutor	Attack
Body Slam	—
Double-Edge	—
Mega Punch	—
Mega Kick	—
Mimic	—
Substitute	—
Swords Dance	—
Counter	—
Seismic Toss	—
Rock Slide	—

#### Location(s)

Rarity: Only One

Starter Pokémon from Professor Oak in Pallet Town

Rarity: Only One

Starter Pokémon from Professor Oak in Pallet Town

#### Evolutions



### 005: Charmeleon™

FLAME



Height: 3'0"  
Weight: 42 lbs.  
Ability: Blaze—Charmeleon's Fire-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Scratch
TM02	Dragon Claw	—	Growl
TM06	Toxic	—	Ember
TM10	Hidden Power	20	Smokescreen
TM11	Sunny Day	27	Scary Face
TM17	Protect	34	Flamethrower
TM21	Frustration	41	Slash
TM23	Iron Tail	48	Dragon Rage
TM27	Return	55	Fire Spin
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM35	Flamethrower		
TM38	Fire Blast		
TM40	Aerial Ace		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM50	Overheat		
HM01	Cut		
HM04	Strength		
HM06	Rock Smash		

#### Location(s)

Rarity: Evolve  
Evolve Charmander

Rarity: Evolve  
Evolve Charmander

#### Evolutions



### 006 Charizard™

FLAME FLYING



Height: 5'0"  
Weight: 200 lbs.  
Ability: Blaze—Charizard's Fire-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Metal Claw
TM02	Dragon Claw	—	Heat Wave
TM05	Roar	—	Scratch
TM06	Toxic	—	Growl
TM10	Hidden Power	—	Ember
TM11	Sunny Day	—	Smokescreen
TM15	Hyper Beam	27	Scary Face
TM17	Protect	34	Flamethrower
TM21	Frustration	36	Wing Attack
TM23	Iron Tail	44	Slash
TM26	Earthquake	54	Dragon Rage
TM27	Return	64	Fire Spin
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM35	Flamethrower		
TM38	Fire Blast		
TM40	Aerial Ace		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM47	Steel Wing		
TM50	Overheat		
HM01	Cut		
HM02	Fly		
HM04	Strength		
HM06	Rock Smash		

#### Location(s)

Rarity: Evolve  
Evolve Charmeleon

Rarity: Evolve  
Evolve Charmeleon

#### Evolutions



### 007: Squirtle™

WATER



Height: 1'8"  
Weight: 20 lbs.  
Ability: Torrent—Squirtle's Water-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Teckle
TM03	Water Pulse	4	Tail Whip
TM06	Toxic	7	Bubble
TM07	Hide	10	Withdraw
TM10	Hidden Power	13	Water Gun
TM13	Ice Beam	18	Bite
TM14	Blizzard	23	Rapid Spin
TM17	Protect	28	Protect
TM18	Rain Dance	33	Rain Dance
TM21	Frustration	40	Skull Bash
TM23	Iron Tail	47	Hydro Pump
TM27	Return		
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM03	Surf		
HM04	Strength		
HM06	Rock Smash		
HM07	Waterfall		
HM08	Dive		

#### Location(s)

Rarity: Only One  
Starter Pokémon From Professor Oak in Pallet Town

Rarity: Only One  
Starter Pokémon From Professor Oak in Pallet Town

#### Evolutions



### 008: Wartortle™

WATER



Height: 3'3"  
Weight: 50 lbs.  
Ability: Torrent—Wartortle's Water-type attack power multiplies by 1.5 when its HPs get low.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Teckle
TM03	Water Pulse	—	Tail Whip
TM06	Toxic	—	Bubble
TM07	Hide	—	Withdraw
TM10	Hidden Power	—	Water Gun
TM13	Ice Beam	19	Bite
TM14	Blizzard	25	Rapid Spin
TM17	Protect	31	Protect
TM18	Rain Dance	37	Rain Dance
TM21	Frustration	45	Skull Bash
TM23	Iron Tail	53	Hydro Pump
TM27	Return		
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM03	Surf		
HM04	Strength		
HM06	Rock Smash		
HM07	Waterfall		
HM08	Dive		

#### Location(s)

Rarity: Evolve  
Evolve Squirtle

Rarity: Evolve  
Evolve Squirtle

#### Evolutions



## 009: Blastoise™

WATER



Height: 5'3"  
Weight: 189 lbs.  
Ability: Torrent—Blastoise's Water-type attack power multiplies by 1.5 when its HPs get low.

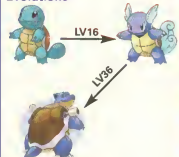
TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01		Focus Punch	—	Tackle
TM03		Water Pulse	—	Tail Whip
TM05		Roar	—	Bubble
TM06		Toxic	—	Withdraw
TM07		Hail	42	Rain Dance
TM10		Hidden Power	55	Skull Bash
TM13		Ice Beam	68	Hydro Pump

### Location(s)

Rarity: Evolve  
Evolve Wartortle

Rarity: Evolve  
Evolve Wartortle

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM13		Blizzard	—	Body Slam
TM15		Hyper Beam	—	Double-Edge
TM17		Protect	—	Mega Punch
TM18		Rein Dance	—	Mega Kick
TM21		Frustration	—	Mimic
TM23		Iron Tail	—	Substitute
TM26		Earthquake	—	Counter
TM27		Return	—	Seismic Toss
TM28		Dig	—	Hydro Cannon
TM31		Brick Break	—	
TM32		Double Team	—	
TM42		Facade	—	
TM43		Secret Power	—	
TM44		Rest	—	
TM45		Attract	—	
HM03		Surf	—	
HM04		Strength	—	
HM06		Rock Smash	—	
HM07		Waterfall	—	
HM08		Dive	—	

## 011: Metapod™

BUG



Height: 2'04"  
Weight: 22 lbs.  
Ability: Shed Skin—Enables Metapod to have only a status effect for one turn. Has a 30% chance of succeeding.

TM/HM	TM/HM#	Name	Attacks Level	Attack
Nona			—	Harden

Move Tutor  
Attack  
None

### Location(s)

Rarity: Rare  
Route 25  
Vindian Forest  
Evolve Caterpie

Rarity: Rare  
Route 25  
Vindian Forest  
Evolve Caterpie

### Evolutions



## 012: Butterfree™

BUG

FLYING



Height: 3'07"  
Weight: 71 lbs.  
Ability: Compoundeyes—Butterfree's Accuracy is raised by 30%.

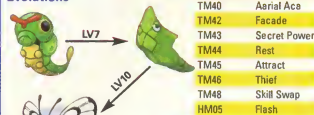
TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06		Toxic	—	Confusion
TM10		Hidden Power	13	Poisonpowder
TM11		Sunny Day	14	Stun Spore
TM15		Hyper Beam	15	Sleep Powder
TM17		Protect	18	Supersonic
TM18		Rain Dance	23	Whirlwind
TM19		Giga Drain	28	Gust
TM20		Safeguard	34	Psybeam
TM21		Frustration	40	Safeguard
TM22		Solarbeam	47	Silver Wind

### Location(s)

Rarity: Evolve  
Evolve Metapod

Rarity: Evolve  
Evolve Metapod

### Evolutions



Move Tutor  
Attack  
Double-Edge  
Mimic  
Substitute  
Dream Eater

## 010: Caterpie™

BUG



Height: 1'00"  
Weight: 6 lbs.  
Ability: Shield Dust—Protects Caterpie from being hit by any additional move effects.

TM/HM	TM/HM#	Name	Attacks Level	Attack
None			—	Tackle
None			—	String Shot

Move Tutor  
Attack  
None

### Location(s)

Rarity: Common  
Route 25  
Vindian Forest

Rarity: Common  
Route 25  
Vindian Forest

### Evolutions



### 013: Weedle™

BUG POISON



Height: 1'00"  
 Weight: 7 lbs.  
 Ability: Shield Dust—Protects Weedle from being hit by any additional move effects.

TM/HM	TM/HM#	Name	Level	Attack
None	—	—	—	Poison Sting
None	—	—	—	String Shot

Move Tutor  
 Attack  
 None

#### Location(s)

Rarity: Common  
 Route 25 Six Island  
 Viridian Forest

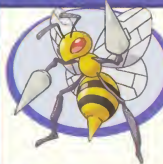
Rarity: Common  
 Route 25 Six Island  
 Viridian Forest

#### Evolutions



### 015: Beedrill™

BUG POISON



Height: 3'03"  
 Weight: 65 lbs.  
 Ability: Swarm—Beedrill's Bug-type attacks multiply by 1.5 when its HPs get low.

TM/HM	TM/HM#	Name	Level	Attack
TM06	—	Toxic	—	Fury Attack
TM10	—	Hidden Power	15	Focus Energy
TM11	—	Sunny Day	20	Twineedle
TM15	—	Hyper Beam	25	Rage
TM17	—	Protect	30	Pursuit
TM19	—	Giga Drain	35	Pin Missile
TM21	—	Frustration	40	Agility
TM22	—	Solarbeam	45	Endeavor
TM27	—	Return	—	—
TM31	—	Brick Break	—	—
TM32	—	Double Team	—	—
TM36	—	Sludge Bomb	—	—
TM40	—	Aerial Ace	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
HM01	—	Cut	—	—
HM06	—	Rock Smash	—	—

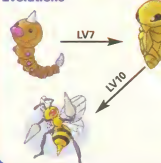
Move Tutor  
 Attack  
 Double-Edge  
 Mimic  
 Substitute  
 Swords Dance

#### Location(s)

Rarity: Evolve  
 Evolve Kakuna

Rarity: Evolve  
 Evolve Kakuna

#### Evolutions



### 014: Kakuna™

BUG POISON



Height: 2'00"  
 Weight: 22 lbs.  
 Ability: Shed Skin—Enables Kakuna to have only a status effect for one turn. It has a 30% chance of succeeding.

TM/HM	TM/HM#	Name	Level	Attack
None	—	—	—	Harden

Move Tutor  
 Attack  
 None

#### Location(s)

Rarity: Rare  
 Route 25 Six Island  
 Viridian Forest Evolve Weedle

Rarity: Rare  
 Route 25 Six Island  
 Viridian Forest Evolve Weedle

#### Evolutions



### 016: Pidgey™

NORMAL FLYING



Height: 1'00"  
 Weight: 4 lbs.  
 Ability: Keen Eye—Pidgey's ability protects it from having its Accuracy lowered.

TM/HM	TM/HM#	Name	Level	Attack
TM06	—	Toxic	—	Tackle
TM10	—	Hidden Power	5	Sand-Attack
TM11	—	Sunny Day	9	Gust
TM17	—	Protect	13	Quick Attack
TM18	—	Rain Dance	19	Whirlwind
TM21	—	Frustration	25	Wing Attack
TM27	—	Return	31	Featherdance
TM32	—	Double Team	39	Agility
TM40	—	Aerial Ace	47	Mirror Move
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
TM47	—	Steel Wing	—	—
HM02	—	Fly	—	—

Move Tutor  
 Attack  
 Double-Edge  
 Mimic  
 Substitute

#### Location(s)

Rarity: Only One  
 Route 1 Route 2 Route 3  
 Route 5 Route 6 Route 7  
 Route 8 Route 12 Route 13  
 Route 14 Route 15 Route 25

Rarity: Only One  
 Route 1 Route 2 Route 3  
 Route 5 Route 6 Route 7  
 Route 8 Route 12 Route 13  
 Route 14 Route 15 Route 25

#### Evolutions





## 017: Pidgeotto™

NORMAL FLYING



Height: 3'07"  
Weight: 66 lbs.  
Ability: Keen Eye—Pidgeotto's ability protects it from having its Accuracy lowered.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Tickle
TM10	—	Hidden Power	—	Sand-Attack
TM11	—	Sunny Day	—	Gust
TM17	—	Protect	—	Quick Attack
TM18	—	Rain Dance	20	Whirlwind
TM21	—	Frustration	27	Wing Attack
TM27	—	Return	34	Featherdance
TM32	—	Double Team	43	Agility
TM40	—	Aerial Ace	52	Mirror Move

### Location(s)

Rarity: Rare

Three Island Five Island Route 13  
Route 14 Route 15 Evolve Pidgey

Rarity: Rare

Three Island Five Island Route 13  
Route 14 Route 15 Evolve Pidgey

### Evolutions



## 018: Pidgeot™

NORMAL FLYING



Height: 4'11"  
Weight: 87 lbs.  
Ability: Keen Eye—Pidgeot's ability protects it from having its Accuracy lowered.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Tickle
TM10	—	Hidden Power	—	Sand-Attack
TM11	—	Sunny Day	—	Gust
TM15	—	Hyperbeam	—	Quick Attack
TM17	—	Protect	—	Whirlwind
TM18	—	Rain Dance	—	Wing Attack
TM21	—	Frustration	—	Featherdance
TM27	—	Return	48	Agility
TM32	—	Double Team	62	Mirror Move
TM40	—	Aerial Ace	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
TM47	—	Steel Wing	—	—
HM02	—	Fly	—	—

### Location(s)

Rarity: Evolve

Evolve Pidgeotto

Rarity: Evolve

Evolve Pidgeotto

### Evolutions



## 019: Rattata™

NORMAL



Height: 1'00"  
Weight: 8 lbs.  
Ability: Run Away—Rattata's Ability allows it to run away from Wild Pokémon.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Tickle
TM10	—	Hidden Power	—	Tail Whip
TM11	—	Sunny Day	7	Quick Attack
TM12	—	Taunt	13	Hyper Fang
TM13	—	Ice Beam	20	Focus Energy
TM14	—	Blizzard	27	Pursuit
TM17	—	Protect	34	Super Fang
TM18	—	Rain Dance	41	Endeavor
TM21	—	Frustration	—	—
TM23	—	Iron Tail	—	—
TM24	—	Thunderbolt	—	—
TM25	—	Thunder	—	—
TM27	—	Return	—	—
TM28	—	Dig	—	—
TM30	—	Shadow Ball	—	—
TM32	—	Double Team	—	—
TM34	—	Shock Wave	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
HM01	—	Cut	—	—
HM06	—	Rock Smash	—	—

### Location(s)

Rarity: Common

Route 1 Route 2 Route 4  
Route 9 Route 17 Route 18  
Route 22 Pokémon Mansion...

Rarity: Common

Route 1 Route 2 Route 4  
Route 9 Route 17 Route 18  
Route 22 Pokémon Mansion...

### Evolutions



### Move Tutor

#### Attack

Body Slam  
Mimic  
Substitute  
Counter  
Thunder Wave  
Double-Edge

## 020: Raticate™

NORMAL



Height: 2'04"  
Weight: 41 lbs.  
Ability: Run Away—Raticate's Ability allows it to run away from Wild Pokémon.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM05	—	Roar	—	Tickle
TM06	—	Toxic	—	Tail Whip
TM10	—	Hidden Power	—	Quick Attack
TM11	—	Sunny Day	—	Hyper Fang
TM12	—	Taunt	20	Scary Face
TM13	—	Ice Beam	30	Pursuit
TM14	—	Blizzard	40	Super Fang
TM15	—	Hyper Beam	50	Endavor
TM17	—	Protect	—	—
TM18	—	Rain Dance	—	—
TM21	—	Frustration	—	—
TM23	—	Iron Tail	—	—
TM24	—	Thunderbolt	—	—
TM25	—	Thunder	—	—
TM27	—	Return	—	—
TM28	—	Dig	—	—
TM30	—	Shadow Ball	—	—
TM32	—	Double Team	—	—
TM34	—	Shock Wave	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
HM01	—	Cut	—	—
HM04	—	Strength	—	—
HM06	—	Rock Smash	—	—

### Location(s)

Rarity: Rare

Route 17 Pokémon Mansion Evolve Rattata

Rarity: Rare

Route 17 Pokémon Mansion Evolve Rattata

### Evolutions



### Move Tutor

#### Attack

Body Slam  
Mimic  
Substitute  
Counter  
Thunder Wave  
Double-Edge

### 021: Spearow™

NORMAL FLYING



Height: 1'00"  
Weight: 4 lbs.  
Ability: Keen Eye—Spearow's ability protects it from having its Accuracy lowered.

TM/HM		Attacks	
TM/HM#	Name	Level	Attack
TM06	Toxic	—	Peck
TM10	Hidden Power	—	Growl
TM11	Sunny Day	7	Leer
TM17	Protect	13	Fury Attack
TM18	Rain Dance	19	Pursuit
TM21	Frustration	25	Aerial Ace
TM27	Return	31	Mirror Move
TM32	Double Team	37	Drill Peck
TM40	Aerial Ace	43	Agility

Move Tutor  
Attack  
Substitute  
Mimic  
Double-Edge

#### Location(s)

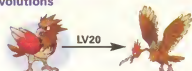
Rarity: Common

One Island	Two Island	Six Island
Seven Island	Route 3	Route 4
Route 9	Route 10	Route 11
Route 17	Route 22	Route 23

Rarity: Common

One Island	Two Island	Six Island
Seven Island	Route 3	Route 4
Route 9	Route 10	Route 11
Route 17	Route 22	Route 23

#### Evolutions



### 022: Fearow™

NORMAL FLYING



Height: 3'11"  
Weight: 84 lbs.  
Ability: Keen Eye—Fearow's ability protects it from having its Accuracy lowered.

TM/HM	TM/HM#	Name	Attacks Level	Attack
	TM06	Toxic	—	Peck
	TM10	Hidden Power	—	Growl
	TM11	Sunny Day	—	Leer
	TM15	Hyper Beam	—	Fury Attack
	TM17	Protect	26	Pursuit
	TM18	Rain Dance	32	Mirror Move
	TM21	Frustration	40	Drill Peck
	TM27	Return	47	Agility

Move Tutor  
Attack  
Substitute  
Mimic  
Double-Edge

#### Location(s)

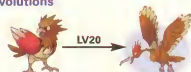
Rarity: Rare

Route 17	Route 18	Route 23
One Island	Two Island	Six Island
Seven Island	Evolve Spearow	

Rarity: Rare

Route 17	Route 18	Route 23
One Island	Two Island	Six Island
Seven Island	Evolve Spearow	

#### Evolutions



### 023: Ekans™

POISON



Height: 6'07"  
Weight: 15 lbs.  
Ability: Shed Skin—Ekans only has status effects for one turn. Has a 30% chance of working.

TM/HM		Attacks	
TM/HM#	Name	Level	Attack
TM06	Toxic	—	Wrap
TM10	Hidden Power	—	Leer
TM11	Sunny Day	8	Poison Sting
TM17	Protect	13	Bite
TM18	Rain Dance	20	Glare
TM19	Giga Drain	25	Scream
TM21	Frustration	32	Acid
TM23	Iron Tail	37	Stockpile
TM26	Earthquake	37	Swallow

Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Rock Slide

#### Location(s)

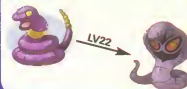
Rarity: None

Trade from FireRed

Rarity: Common

Route 4	Route 8	Route 9
Route 10	Route 11	Route 23

#### Evolutions



### 024: Arbok™

POISON



Height: 11'06"  
Weight: 143 lbs.  
Ability: Shed Skin—Arbok only has status effects for one turn. Has a 30% chance of working.

TM/HM		Attacks	
TM/HM#	Name	Level	Attack
TM06	Toxic	—	Wrap
TM10	Hidden Power	—	Leer
TM11	Sunny Day	—	Poison Sting
TM15	Hyper Beam	—	Bite
TM17	Protect	20	Glare
TM18	Rain Dance	28	Screech
TM19	Giga Drain	38	Acid
TM21	Frustration	46	Stockpile
TM23	Iron Tail	46	Swallow

Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Rock Slide

#### Location(s)

Rarity: None

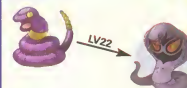
Trade from FireRed

Rarity: Rare

Route 23	Victory Road
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Evolve Ekans

#### Evolutions



## 025: Pikachu™

ELECTRIC



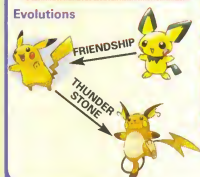
Height: 1'04"  
Weight: 13 lbs.  
Ability: Static—The opponent has a 30% chance of being Paralyzed if it strikes Pikachu.

### Location(s)

Rarity: Rare  
Viridian Forest  
Power Plant

Rarity: Rare  
Viridian Forest  
Power Plant

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Thunder Shock	—	
TM06	Toxic	—	Growl	—	
TM10	Hidden Power	6	Tail Whip	—	
TM16	Light Screen	8	Thunder Wave	—	
TM17	Protect	11	Quick Attack	—	
TM18	Rain Dance	15	Double Team	—	
TM21	Frustration	20	Slam	—	
TM23	Iron Tail	26	Thunderbolt	—	
TM24	Thunderbolt	33	Agility	—	
TM25	Thunder	41	Thunder	—	
TM27	Return	50	Light Screen	—	
TM28	Dig	—	—	—	
TM31	Brick Break	—	—	—	
TM32	Double Team	—	—	—	
TM34	Shock Wave	—	—	—	
TM42	Facade	—	—	—	
TM43	Secret Power	—	—	—	
TM44	Rest	—	—	—	
TM45	Attract	—	—	—	
HM04	Flash	—	—	—	
HM05	Flash	—	—	—	
HM06	Rock Smash	—	—	—	

### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

## 027: Sandshrew™

GROUND



Height: 2'00"  
Weight: 26 lbs.  
Ability: Sand Veil—During a sandstorm, Sandshrew gains the ability to evade more moves.

### Location(s)

Rarity: Rare  
Route 4 Route 8 Route 9  
Route 10 Route 11 Route 23

Rarity: None  
Trade from Ruby, Sapphire, or LeafGreen

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Scratch	—	
TM06	Toxic	6	Defense Curl	—	
TM10	Hidden Power	11	Sand-Attack	—	
TM11	Sunny Day	17	Poison Sting	—	
TM17	Protect	23	Slash	—	
TM21	Frustration	30	Swift	—	
TM23	Iron Tail	37	Fury Swipes	—	
TM26	Earthquake	45	Sand Tomb	—	
TM27	Return	53	Sandstorm	—	
TM28	Dig	—	—	—	
TM31	Brick Break	—	—	—	
TM32	Double Team	—	—	—	
TM37	Sandstorm	—	—	—	
TM39	Rock Tomb	—	—	—	
TM40	Aerial Ace	—	—	—	
TM42	Facade	—	—	—	
TM43	Secret Power	—	—	—	
TM44	Rest	—	—	—	
TM45	Attract	—	—	—	
TM46	Thief	—	—	—	
HM01	Cut	—	—	—	
HM04	Strength	—	—	—	
HM06	Rock Smash	—	—	—	

### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

## 026: Raichu™

ELECTRIC



Height: 2'07"  
Weight: 66 lbs.  
Ability: Static—The opponent has a 30% chance of being Paralyzed if it strikes Raichu.

### Location(s)

Rarity: Evolve  
Evolve Pikachu

Rarity: Evolve  
Evolve Pikachu

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Thunder Shock	—	
TM06	Toxic	—	Tail Whip	—	
TM10	Hidden Power	—	Quick Attack	—	
TM15	Hyperbeam	—	Thunderbolt	—	
TM16	Light Screen	—	—	—	
TM17	Protect	—	—	—	
TM18	Rain Dance	—	—	—	
TM21	Frustration	—	—	—	
TM23	Iron Tail	—	—	—	
TM24	Thunderbolt	—	—	—	
TM25	Thunder	—	—	—	
TM27	Return	—	—	—	
TM28	Dig	—	—	—	
TM31	Brick Break	—	—	—	
TM32	Double Team	—	—	—	
TM34	Shock Wave	—	—	—	
TM42	Facade	—	—	—	
TM43	Secret Power	—	—	—	
TM44	Rest	—	—	—	
TM45	Attract	—	—	—	
TM46	Thief	—	—	—	
HM04	Strength	—	—	—	
HM05	Flash	—	—	—	
HM06	Rock Smash	—	—	—	

### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

## 028: Sandslash™

GROUND



Height: 3'03"  
Weight: 65 lbs.  
Ability: Sand Veil—During a sandstorm, Sandslash gains the ability to evade more moves.

### Location(s)

Rarity: Rare  
Route 23 Victory Road  
Evolve Sandshrew

Rarity: None  
Trade from Ruby, Sapphire, or LeafGreen  
Evolve Sandshrew

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Scratch	—	
TM06	Toxic	—	Defense Curl	—	
TM10	Hidden Power	—	Sand-Attack	—	
TM11	Sunny Day	17	Poison Sting	—	
TM15	Hyper Beam	24	Slash	—	
TM17	Protect	33	Swift	—	
TM21	Frustration	42	Fury Swipes	—	
TM23	Iron Tail	52	Sand Tomb	—	
TM26	Earthquake	62	Sandstorm	—	
TM27	Return	—	—	—	
TM28	Dig	—	—	—	
TM31	Brick Break	—	—	—	
TM32	Double Team	—	—	—	
TM37	Sandstorm	—	—	—	
TM39	Rock Tomb	—	—	—	
TM40	Aerial Ace	—	—	—	
TM42	Facade	—	—	—	
TM43	Secret Power	—	—	—	
TM44	Rest	—	—	—	
TM45	Attract	—	—	—	
TM46	Thief	—	—	—	
HM01	Cut	—	—	—	
HM04	Strength	—	—	—	
HM06	Rock Smash	—	—	—	

### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

### 029: Nidoran♀™

POISON



Height: 1'04"  
Weight: 15 lbs.  
Ability: Poison Point—If an opponent is physically striking Nidoran♀, it has a 30% chance of being Poisoned.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM03	Water Pulse	—	Growl	
	TM06	Toxic	—	Scratch	
	TM10	Hidden Power	8	Tail Whip	
	TM11	Sunny Day	12	Double Kick	
	TM13	Ice Beam	17	Poison Sting	
	TM14	Blizzard	20	Bite	
	TM17	Protect	23	Helping Hand	
	TM18	Rain Dance	30	Fury Swipes	
	TM21	Frustration	38	Flatter	
	TM23	Iron Tail	47	Crunch	
	TM24	Thunderbolt			
	TM25	Thunder			
	TM27	Return			
	TM28	Dig			
	TM32	Double Team			
	TM34	Shock Wave			
	TM36	Sludge Bomb			
	TM40	Aerial Ace			
	TM42	Facade			
	TM43	Secret Power			
	TM44	Rest			
	TM45	Attract			
	TM46	Thief			
	HM01	Cut			
	HM04	Strength			
	HM06	Rock Smash			

#### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

Counter

#### Location(s)

Rarity: Common  
Route 3 Safari Zone

Rarity: Common  
Route 3 Safari Zone

#### Evolutions



### 030: Nidorina™

POISON



Height: 2'07"  
Weight: 44 lbs.  
Ability: Poison Point—If an opponent is striking Nidorina, it has a 30% chance of being Poisoned.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM03	Water Pulse	—	Growl	
	TM06	Toxic	—	Scratch	
	TM10	Hidden Power	18	Poison Sting	
	TM11	Sunny Day	22	Bite	
	TM13	Ice Beam	26	Helping Hand	
	TM14	Blizzard	34	Fury Swipes	
	TM17	Protect	43	Flatter	
	TM18	Rain Dance	53	Crunch	
	TM21	Frustration			
	TM23	Iron Tail			
	TM24	Thunderbolt			
	TM25	Thunder			
	TM27	Return			
	TM28	Dig			
	TM32	Double Team			
	TM34	Shock Wave			
	TM36	Sludge Bomb			
	TM40	Aerial Ace			
	TM42	Facade			
	TM43	Secret Power			
	TM44	Rest			
	TM45	Attract			
	TM46	Thief			
	HM01	Cut			
	HM03	Surf			
	HM04	Strength			
	HM06	Rock Smash			

#### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

Counter

#### Location(s)

Rarity: Rare  
Safari Zone—Evolve Nidoran♀

Rarity: Rare  
Safari Zone—Evolve Nidoran♀

#### Evolutions



### 031: Nidoqueen™

GROUND

POISON



Height: 4'03"  
Weight: 132 lbs.  
Ability: Poison Point—If an opponent is striking Nidoqueen, it has a 30% chance of being Poisoned.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM01	Focus Punch	—	Scratch	
	TM03	Water Pulse	—	Tail Whip	
	TM05	Roar	—	Double Kick	
	TM06	Toxic	—	Poison Sting	
	TM10	Hidden Power	22	Body Slam	
	TM11	Sunny Day	43	Superpower	
	TM12	Taunt			
	TM13	Ice Beam			
	TM14	Blizzard			
	TM15	Hyper Beam			
	TM17	Protect			
	TM18	Rain Dance			
	TM21	Frustration			
	TM23	Iron Tail			
	TM24	Thunderbolt			
	TM25	Thunder			
	TM26	Earthquake			
	TM27	Return			
	TM28	Dig			
	TM30	Shadow Ball			
	TM31	Brick Break			
	TM32	Double Team			
	TM34	Shock Wave			
	TM35	Flamethrower			
	TM36	Sludge Bomb			
	TM37	Sandstorm			
	TM38	Fire Blast			
	TM39	Rock Tomb			
	TM40	Aerial Ace			
	TM41	Torment			
	TM42	Facade			
	TM43	Secret Power			
	TM44	Rest			
	TM45	Attract			
	TM46	Thief			
	HM01	Cut			
	HM03	Surf			
	HM04	Strength			
	HM06	Rock Smash			

#### Location(s)

Rarity: Evolve  
Evolve Nidorina

Rarity: Evolve  
Evolve Nidorina

#### Evolutions



#### Move Tutor

#### Attack

Body Slam

Double-Edge

Mega Punch

Mega Kick

Substitute

Counter

Selmic Toss

Rock Slide



# 032: Nidoran♂™

POISON



Height: 1'08"  
Weight: 20 lbs.  
Ability: Poison Point—If an opponent is striking Nidoran♂, it has a 30% chance of being Poisoned.

## Location(s)

Rarity: Only One  
Route 3 Safari Zone

Rarity: Common  
Route 3 Safari Zone

## Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	Leer	—	—
TM06	Toxic	—	Peck	—	—
TM10	Hidden Power	8	Focus Energy	—	—
TM11	Sunny Day	12	Double Kick	—	—
TM13	Ice Beam	17	Poison Sting	—	—
TM14	Blizzard	20	Horn Attack	—	—
TM17	Protect	23	Helping Hand	—	—
TM18	Rain Dance	30	Fury Attack	—	—
TM21	Frustration	38	Flatter	—	—
TM23	Iron Tail	47	Horn Drill	—	—
TM24	Thunderbolt	—	—	—	—
TM25	Thunder	—	—	—	—
TM27	Return	—	—	—	—
TM28	Dig	—	Body Slam	—	—
TM32	Double Team	—	Double-Edge	—	—
TM34	Shock Wave	—	Mimic	—	—
TM36	Sludge Bomb	—	Substitute	—	—
TM42	Facade	—	Counter	—	—
TM43	Secret Power	—	—	—	—
TM44	Rest	—	—	—	—
TM45	Attract	—	—	—	—
TM46	Thief	—	—	—	—
HM01	Cut	—	—	—	—
HM04	Strength	—	—	—	—
HM06	Rock Smash	—	—	—	—

## Move Tutor

### Attack

Body Slam
Double-Edge
Mimic
Substitute
Counter



# 034: Nidoking™

POISON

GROUND



Height: 4'07"  
Weight: 137 lbs.  
Ability: Poison Point—If an opponent is striking Nidoking, it has a 30% chance of being Poisoned.

## Location(s)

Rarity: Evolve  
Evolve Nidorino

Rarity: Evolve  
Evolve Nidorino

## Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Poison Sting	—	—
TM03	Water Pulse	—	Double Kick	—	—
TM05	Roar	—	Peck	—	—
TM06	Toxic	—	Focus Energy	—	—
TM10	Hidden Power	22	Thrash	—	—
TM11	Sunny Day	43	Megahorn	—	—
TM12	Taunt	—	—	—	—
TM13	Ice Beam	—	—	—	—
TM14	Blizzard	—	—	—	—
TM15	Hyper Beam	—	—	—	—
TM17	Protect	—	—	—	—
TM18	Rain Dance	—	—	—	—
TM21	Frustration	—	—	—	—
TM23	Iron Tail	—	—	—	—
TM24	Thunderbolt	—	—	—	—
TM25	Thunder	—	—	—	—
TM26	Earthquake	—	—	—	—
TM27	Return	—	—	—	—
TM28	Dig	—	—	—	—
TM30	Shadow Ball	—	—	—	—
TM31	Brick Break	—	—	—	—
TM32	Double Team	—	—	—	—
TM34	Shock Wave	—	—	—	—
TM35	Flamethrower	—	—	—	—
TM36	Sludge Bomb	—	—	—	—
TM37	Sandstorm	—	—	—	—
TM38	Fire Blast	—	—	—	—
TM39	Rock Tomb	—	—	—	—
TM41	Torment	—	—	—	—
TM42	Facade	—	—	—	—
TM43	Secret Power	—	—	—	—
TM44	Rest	—	—	—	—
TM45	Attract	—	—	—	—
TM46	Thief	—	—	—	—
HM01	Cut	—	—	—	—
HM03	Surf	—	—	—	—
HM04	Strength	—	—	—	—
HM06	Rock Smash	—	—	—	—

## Move Tutor

### Attack

Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

# 033: Nidorino™

POISON



Height: 2'11"  
Weight: 43 lbs.  
Ability: Poison Point—If an opponent is striking Nidorino, it has a 30% chance of being Poisoned.

## Location(s)

Rarity: Rare  
Safari Zone Evolve Nidoran♂

Rarity: Rare  
Safari Zone Evolve Nidoran♂

## Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	Leer	—	—
TM06	Toxic	—	Peck	—	—
TM10	Hidden Power	—	Focus Energy	—	—
TM11	Sunny Day	—	Double Kick	—	—
TM13	Ice Beam	18	Poison Sting	—	—
TM14	Blizzard	22	Horn Attack	—	—
TM17	Protect	26	Helping Hand	—	—
TM18	Rain Dance	34	Fury Attack	—	—
TM21	Frustration	43	Flatter	—	—
TM23	Iron Tail	53	Horn Drill	—	—
TM24	Thunderbolt	—	—	—	—
TM25	Thunder	—	—	—	—
TM27	Return	—	—	—	—
TM28	Dig	—	Body Slam	—	—
TM32	Double Team	—	Double-Edge	—	—
TM34	Shock Wave	—	Mimic	—	—
TM36	Sludge Bomb	—	Substitute	—	—
TM42	Facade	—	Counter	—	—
TM43	Secret Power	—	—	—	—
TM44	Rest	—	—	—	—
TM45	Attract	—	—	—	—
TM46	Thief	—	—	—	—
HM01	Cut	—	—	—	—
HM04	Strength	—	—	—	—
HM06	Rock Smash	—	—	—	—

## Move Tutor

### Attack

Body Slam
Double-Edge
Mimic
Substitute
Counter

### 035: Clefairy™

NORMAL



Height: 2'00"

Weight: 17 lbs.

Ability: Cute Charm—If an opponent is striking Clefairy, it has a 30% chance of being Attracted.

TM/HM

TM/HM#	Name	Level	Attack
TM01	Focus Punch	—	Pound
TM03	Water Pulse	—	Growl
TM04	Calm Mind	5	Encore
TM06	Toxic	9	Sing
TM10	Hidden Power	13	Doubleslap
TM11	Sunny Day	17	Follow Me
TM13	Ice Beam	21	Minimize
TM14	Blizzard	25	Defense Curl
TM16	Light Screen	29	Metronome
TM17	Protect	33	Cosmic Power
TM18	Rain Dance	37	Moonlight
TM20	Safeguard	41	Light Screen
TM21	Frustration	45	Meteor Mash
TM22	Solarbeam	—	—

Move Tutor

Attack

TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Snatch
HM05	Flash

Location(s)

Rarity: Rare  
Mt. Moon

Rarity: Rare  
Mt. Moon

Evolutions



### 036: Clefable™

NORMAL



Height: 10'03"

Weight: 88 lbs.

Ability: Cute Charm—If an opponent is striking Clefable, it has a 30% chance of being Attracted.

TM/HM

TM/HM#	Name	Level	Attack
TM01	Focus Punch	—	Sing
TM03	Water Pulse	—	Doubleslap
TM04	Calm Mind	—	Minimize
TM06	Toxic	—	Metronome
TM10	Hidden Power	—	—
TM11	Sunny Day	—	—
TM13	Ice Beam	—	—
TM14	Blizzard	—	—
TM15	Hyper Beam	—	—
TM16	Light Screen	—	—
TM17	Protect	—	—
TM18	Rain Dance	—	—
TM20	Safeguard	—	—
TM21	Frustration	—	—
TM22	Solarbeam	—	—
TM23	Iron Tail	—	—
TM24	Thunderbolt	—	—
TM25	Thunder	—	—
TM27	Return	—	—
TM28	Dig	—	—
TM29	Psychic	—	—
TM30	Shadow Ball	—	—
TM31	Brick Break	—	—
TM32	Double Team	—	—
TM33	Reflect	—	—
TM34	Shock Wave	—	—
TM35	Flamethrower	—	—
TM38	Fire Blast	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
TM45	Attract	—	—
TM46	Snatch	—	—
HM04	Strength	—	—
HM05	Flash	—	—

Move Tutor

Attack

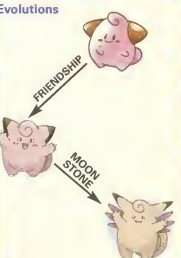
Body Slam
Double-Edge
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave
Softboiled

Location(s)

Rarity: Evolve  
Evolve Clefairy

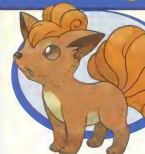
Rarity: Evolve  
Evolve Clefairy

Evolutions



### 037: Vulpix™

FIRE



Height: 2'00"

Weight: 22 lbs.

Ability: Flash Fire—Enhances the Fire-type moves and protects Vulpix from being damaged by Fire-type moves.

TM/HM

TM/HM#	Name	Level	Attack
TM05	Roar	—	Ember
TM06	Toxic	5	Tail Whip
TM10	Hidden Power	9	Roar
TM11	Sunny Day	13	Quick Attack
TM17	Protect	17	Will-O-Wisp
TM20	Safeguard	21	Confuse Ray
TM21	Frustration	25	Imprison
TM23	Iron Tail	29	Flamethrower
TM27	Return	33	Safeguard
TM28	Dig	37	Grudge
TM32	Double Team	41	Fire Spin
TM33	Reflect	—	—
TM35	Flamethrower	—	—
TM38	Fire Blast	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
TM45	Attract	—	—
TM50	Overheat	—	—

Move Tutor

Attack

Body Slam
Mimic
Substitute
Double-Edge

Location(s)

Rarity: Common  
Pokemon Mansion  
Route 8

Rarity: None  
Trade from Ruby, Sapphire, or LeafGreen

Evolutions



# 038: Ninetales™

FS



Height: 3'07"  
Weight: 44 lbs.  
Ability: Flash Fire—Enhances the Fire-type moves and protects Ninetales from being damaged by Fire-type moves.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM05		Roar	—	Ember
TM06		Toxic	—	Quick Attack
TM10		Hidden Power	—	Confuse Ray
TM11		Sunny Day	—	Safeguard
TM15		Hyper Beam	45	Fire Spin
TM17		Protect		
TM20		Safeguard		
TM21		Frustration		
TM23		Iron Tail		Body Slam
TM27		Return		Substitute
TM28		Dig		Double-Edge
TM32		Double Team		
TM33		Reflect		
TM35		Flamethrower		
TM38		Fire Blast		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM50		Overheat		

**Move Tutor**  
Attack  
Body Slam  
Substitute  
Double-Edge

Location(s)

Rarity: Evolve  
Evolve Vulpix

Rarity: None  
Trade from Ruby, Sapphire, or LeafGreen...

Evolutions



# 039: Jigglypuff™

NORMAL



Height: 1'08"  
Weight: 12 lbs.  
Ability: Cute Charm—If an opponent is striking Jigglypuff, it has a 30% chance of being Attracted.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01		Focus Punch	—	Sing
TM03		Water Pulse	4	Defense Curl
TM06		Toxic	9	Pound
TM10		Hidden Power	14	Disable
TM11		Sunny Day	19	Rollout
TM13		Ice Beam	24	Doubleslap
TM14		Blizzard	29	Rest
TM16		Light Screen	34	Body Slam
TM17		Protect	39	Mimic
TM18		Rain Dance	44	Hyper Voice
TM21		Frustration	49	Double-Edge

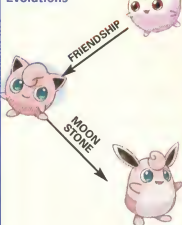
**Move Tutor**  
Attack  
Body Slam  
Double-Edge  
Mega Punch  
Mimic  
Substitute  
Counter  
Seismic Toss  
Thunder Wave

Location(s)

Rarity: Rare  
Route 3

Rarity: Rare  
Route 3

Evolutions



# 040: Wigglytuff™

NORMAL



Height: 3'03"  
Weight: 26 lbs.  
Ability: Cute Charm—If an opponent is striking Wigglytuff, it has a 30% chance of being Attracted.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01		Focus Punch	—	Sing
TM03		Water Pulse	—	Disable
TM06		Toxic	—	Defense Curl
TM10		Hidden Power	—	Doubleslap
TM11		Sunny Day		
TM13		Ice Beam		
TM14		Blizzard		
TM15		Hyper Beam		
TM16		Light Screen		
TM17		Protect		
TM18		Rain Dance		
TM20		Safeguard		
TM21		Frustration		
TM22		Solarbeam		
TM24		Thunderbolt		
TM25		Thunder		
TM27		Return		
TM28		Dig		
TM29		Psychic		
TM30		Shadow Ball		
TM31		Brick Break		
TM32		Double Team		
TM33		Reflect		
TM34		Shock Wave		
TM35		Flamethrower		
TM38		Fire Blast		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM49		Snatch		
HM04		Strength		
HM05		Flash		

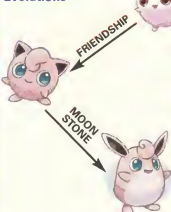
**Attacks**  
Level  
Attack  
Sing  
Disable  
Defense Curl  
Doubleslap

Location(s)

Rarity: Evolve  
Evolve Jigglypuff

Rarity: Evolve  
Evolve Jigglypuff

Evolutions



# 041: Zubat™

POISON

FLYING



Height: 2'07"  
Weight: 17 lbs.  
Ability: Inner Focus—Zubat no longer flinches.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06		Toxic	—	Leech Life
TM10		Hidden Power	6	Astonish
TM11		Sunny Day	11	Supersonic
TM12		Teat	16	Bite
TM17		Protect	21	Wing Attack
TM18		Rain Dance	26	Confuse Ray
TM19		Giga Drain	31	Air Cutter
TM21		Frustration	36	Mean Look
TM27		Return	41	Poison Fang
TM30		Shadow Ball	46	Haze
TM32		Double Team		
TM38		Sludge Bomb		
TM40		Aerial Ace		
TM41		Torment		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
TM47		Steel Wing		
TM49		Snatch		

**Attacks**  
Level  
Attack  
Leech Life  
Astonish  
Supersonic  
Bite  
Wing Attack  
Confuse Ray  
Air Cutter  
Mean Look  
Poison Fang  
Haze

Location(s)

Rarity: Common  
Ice Cave  
Transformation Cave  
Mt. Moon  
Rock Tunnel  
Victory Road

Rarity: Common  
Ice Cave  
Transformation Cave  
Mt. Moon  
Rock Tunnel  
Victory Road

Evolutions



### 042: Golbat™

POISON FLYING



Height: 5'03"  
 Weight: 121 lbs.  
 Ability: Inner Focus—Golbat no longer flinches.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06		Toxic	—	—	Leech Life
TM10		Hidden Power	—	—	Screech
TM11		Sunny Day	—	—	Supersonic
TM12		Taunt	—	—	Astonish
TM15		Hyper Beam	—	16	Bite
TM17		Protect	—	21	Wing Attack
TM18		Rain Dance	—	28	Confuse Ray
TM19		Giga Drain	—	35	Air Cutter
TM21		Frustration	—	42	Mean Look
TM27		Return	—	49	Poison Fang
TM30		Shadow Ball	—	56	Haze

#### Move Tutor

Attack

Double-Edge

Mimic

Substitute

#### Location(s)

Rarity: Rare

Ice Cave  
 Seafoam Islands  
 Cerulean Cave  
 Victory Road  
 Evolve Zubat

Rarity: Rare

Ice Cave  
 Seafoam Islands  
 Cerulean Cave  
 Victory Road  
 Evolve Zubat

#### Evolutions



### 043: Oddish™

GRASS POISON



Height: 1'08"  
 Weight: 12 lbs.  
 Ability: Chlorophyll—Oddish's Speed is doubled when the Sunlight is strong.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06		Toxic	—	—	Absorb
TM09		Bullet Seed	—	7	Sweet Scent
TM10		Hidden Power	—	14	Poisonpowder
TM11		Sunny Day	—	16	Sun Spore
TM17		Protect	—	18	Sleep Powder
TM19		Giga Drain	—	23	Acid
TM21		Frustration	—	32	Moonlight
TM22		Solarbeam	—	39	Petal Dance
TM27		Return	—	—	—
TM32		Double Team	—	—	—
TM36		Sludge Bomb	—	—	—
TM42		Facade	—	—	—
TM43		Secret Power	—	—	—
TM44		Rest	—	—	—
TM45		Attract	—	—	—
HM01		Cut	—	—	—
HM05		Flesh	—	—	—

#### Move Tutor

Attack

Double-Edge

Mimic

Substitute

Swords Dance

#### Location(s)

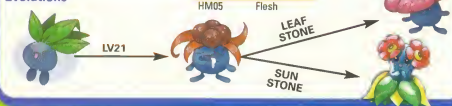
Rarity: None

Trade from Ruby, Sapphire, or FireRed

Rarity: Common

Two Island Three Island Six Island  
 Route 5 Route 6 Route 7  
 Route 12 Route 13 Route 14  
 Route 15 Route 24 Route 25

#### Evolutions



### 044: Gloom™

GRASS POISON



Height: 2'07"  
 Weight: 19 lbs.  
 Ability: Chlorophyll—Gloom's Speed is doubled when the Sunlight is strong.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06		Toxic	—	—	Absorb
TM09		Bullet Seed	—	—	Sweet Scent
TM10		Hidden Power	—	—	Poisonpowder
TM11		Sunny Day	—	16	Sun Spore
TM17		Protect	—	18	Sleep Powder
TM19		Giga Drain	—	24	Acid
TM21		Frustration	—	35	Moonlight
TM22		Solarbeam	—	44	Petal Dance
TM27		Return	—	—	—
TM32		Double Team	—	—	—
TM36		Sludge Bomb	—	—	—
TM42		Facade	—	—	—
TM43		Secret Power	—	—	—
TM44		Rest	—	—	—
TM45		Attract	—	—	—
HM01		Cut	—	—	—
HM05		Flesh	—	—	—

#### Move Tutor

Attack

Double-Edge

Mimic

Substitute

Swords Dance

#### Location(s)

Rarity: None

Trade from Ruby, Sapphire, or FireRed

Evolve Oddish

Rarity: Rare

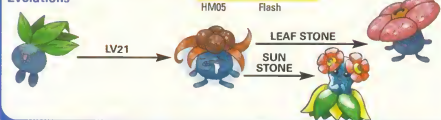
Two Island Three Island Six Island

Route 12 Route 13 Route 14

Route 15

Evolve Oddish

#### Evolutions



### 045: Vileplume™

GRASS POISON



Height: 3'11"  
 Weight: 41 lbs.  
 Ability: Chlorophyll—Vileplume's Speed is doubled when the Sunlight is strong.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06		Toxic	—	—	Absorb
TM09		Bullet Seed	—	—	Aromatherapy
TM10		Hidden Power	—	—	Sun Spore
TM11		Sunny Day	—	—	Mega Drain
TM15		Hyper Beam	—	44	Petal Dance
TM17		Protect	—	—	—
TM19		Giga Drain	—	—	—
TM21		Frustration	—	—	—
TM22		Solarbeam	—	—	—
TM27		Return	—	—	—
TM32		Double Team	—	—	—
TM36		Sludge Bomb	—	—	—
TM42		Facade	—	—	—
TM43		Secret Power	—	—	—
TM44		Rest	—	—	—
TM45		Attract	—	—	—
HM01		Cut	—	—	—
HM05		Flesh	—	—	—

#### Move Tutor

Attack

Body Slam

Double-Edge

Mimic

Substitute

Swords Dance

#### Evolutions





## 046: Parasect™

BUG GRASS



Height: 1'00"  
Weight: 12 lbs.  
Ability: Effect Spore—The opponent has a 10% chance of being Paralyzed, Poisoned, or put to Sleep if it hits Parasect.

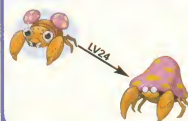
TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Scratch
TM09	—	Bullet Seed	7	Stun Spore
TM10	—	Hidden Power	13	Poisonpowder
TM11	—	Sunny Day	19	Leech Life
TM17	—	Protect	25	Spore
TM19	—	Giga Drain	31	Slash
TM21	—	Frustration	37	Growth
TM22	—	Solarbeam	43	Giga Drain
TM27	—	Return	49	Aromatherapy

### Location(s)

Rarity: Common  
Mt. Moon Safari Zone

Rarity: Common  
Mt. Moon Safari Zone

### Evolutions



Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Swords Dance  
Counter

## 047: Parasect™

BUG GRASS



Height: 3'03"  
Weight: 65 lbs.  
Ability: Effect Spore—The opponent has a 10% chance of being Paralyzed, Poisoned, or put to Sleep if it hits Parasect.

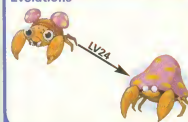
TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Scratch
TM09	—	Bullet Seed	—	Stun Spore
TM10	—	Hidden Power	—	Poisonpowder
TM11	—	Sunny Day	27	Spore
TM15	—	Hyper Beam	35	Slash
TM17	—	Protect	43	Growth
TM19	—	Giga Drain	51	Giga Drain
TM21	—	Frustration	59	Aromatherapy
TM22	—	Solarbeam	—	—

### Location(s)

Rarity: Rare  
Safari Zone Evolve Parasect

Rarity: Rare  
Safari Zone Evolve Parasect

### Evolutions



Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Swords Dance  
Counter

## 048: Venonat™

BUG POISON



Height: 3'03"  
Weight: 33 lbs.  
Ability: Compoundeyes—Venonat's Accuracy is raised by 30%.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Tackle
TM10	—	Hidden Power	—	Disable
TM11	—	Sunny Day	—	Foresight
TM17	—	Protect	9	Supersonic
TM19	—	Giga Drain	17	Confusion
TM21	—	Frustration	20	Poisonpowder
TM22	—	Solarbeam	25	Leech Life
TM27	—	Return	28	Stun Spore
TM29	—	Psychic	33	Paybeam
TM32	—	Double Team	36	Sleep Powder
TM36	—	Sludge Bomb	41	Psychic

### Location(s)

Rarity: Common  
Three Island Route 12  
Route 13 Route 14  
Route 15 Safari Zone

Rarity: Common  
Three Island Route 12  
Route 13 Route 14  
Route 15 Safari Zone

### Evolutions



Move Tutor  
Attack  
Double-Edge  
Mimic  
Substitute

## 049: Venomoth™

BUG POISON



Height: 4'11"  
Weight: 28 lbs.  
Ability: Shield Dust—Venomoth is protected from being struck by extra effects of moves.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Tackle
TM10	—	Hidden Power	—	Disable
TM11	—	Sunny Day	—	Foresight
TM15	—	Hyper Beam	—	Silver Wind
TM17	—	Protect	—	Supersonic
TM19	—	Giga Drain	31	Gust
TM21	—	Frustration	36	Paybeam
TM22	—	Solarbeam	42	Sleep Powder
TM27	—	Return	52	Psychic

### Location(s)

Rarity: Rare  
Three Island Safari Zone  
Evolve Venonat

Rarity: Rare  
Three Island Safari Zone  
Evolve Venonat

### Evolutions



Move Tutor  
Attack  
Double-Edge  
Mimic  
Substitute

### 050: Diglett™

GROUND



Height: 0'08"  
Weight: 2 lbs.

Abilities: Sand Veil—During a Sandstorm, Diglett is able to evade more moves.  
Arena Trap—Prevents an opponent from escaping during battle. Not effective on Flying-type Pokémon or those with the Levitate ability.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	Toxic	—	Scratch	—	—
TM10	Hidden Power	—	Sand-Attack	—	—
TM11	Sunny Day	5	Growl	—	—
TM17	Protect	9	Magnitude	—	—
TM21	Frustration	17	Dig	—	—
TM26	Earthquake	21	Fury Swipes	—	—
TM27	Return	25	Mud-Slap	—	—
TM28	Dig	33	Slash	—	—
TM32	Double Team	41	Earthquake	—	—
TM36	Sludge Bomb	49	Fissure	—	—

#### Move Tutor

Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

#### Location(s)

Rarity: Common

Diglett's Cave

Rarity: Common

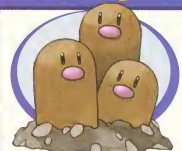
Diglett's Cave

#### Evolutions



### 051: Dugtrio™

GROUND



Height: 2'04"  
Weight: 73 lbs.

Abilities: Sand Veil—During a Sandstorm, Dugtrio is able to evade more moves.  
Arena Trap—Prevents an opponent from escaping during battle. Not effective on Flying-type Pokémon or those with the Levitate ability.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	Toxic	—	Scratch	—	—
TM10	Hidden Power	—	Sand-Attack	—	—
TM11	Sunny Day	—	Tri Attack	—	—
TM15	Hyper Beam	—	Growl	—	—
TM17	Protect	26	Sand Tomb	—	—
TM21	Frustration	38	Slash	—	—
TM26	Earthquake	51	Earthquake	—	—
TM27	Return	64	Fissure	—	—
TM28	Dig	—	—	—	—

#### Move Tutor

Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

#### Location(s)

Rarity: Rare

Diglett's Cave Evolve Diglett

Rarity: Rare

Diglett's Cave Evolve Diglett

#### Evolutions



### 052: Meowth™

NORMAL



Height: 1'04"  
Weight: 9 lbs.

Ability: Pickup—While in battle, Meowth is able to Pick up Items from the opponent.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	Scratch	—	—
TM06	Toxic	—	Growl	—	—
TM10	Hidden Power	10	Bite	—	—
TM11	Sunny Day	18	Pay Day	—	—
TM12	Taunt	25	Faint Attack	—	—
TM17	Protect	31	Scream	—	—
TM18	Rain Dance	36	Fury Swipes	—	—
TM21	Frustration	40	Slash	—	—
TM23	Iron Tail	43	Fake Out	—	—
TM24	Thunderbolt	45	Swagger	—	—

#### Location(s)

Rarity: Common

One Island  
Five Island  
Route 5  
Route 8

Rarity: Common

Two Island  
Six Island  
Route 6  
Route 7

#### Evolutions



#### Move Tutor

Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

### 053: Persian™

NORMAL



Height: 3'03"  
Weight: 71 lbs.

Ability: Limber—Protects Persian from being Paralyzed.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	Scratch	—	—
TM05	Roar	—	Growl	—	—
TM06	Toxic	—	Bite	—	—
TM10	Hidden Power	—	Pay Day	—	—
TM11	Sunny Day	—	Faint Attack	—	—
TM12	Taunt	34	Scream	—	—
TM15	Hyper Beam	42	Fury Swipes	—	—
TM17	Protect	49	Slash	—	—
TM18	Rain Dance	55	Fake Out	—	—
TM21	Frustration	61	Swagger	—	—

#### Location(s)

Rarity: Rare

One Island  
Five Island  
Seven Island

Rarity: Rare

Two Island  
Six Island  
Evolve Meowth

#### Evolutions



#### Move Tutor

Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

## 054: Psyduck™

WATER



Height: 2'07"

Weight: 43 lbs.

**Abilities:** Damp—This ability prevents the opponent from using Selfdestruct or Explosion when Psyduck is in battle.  
Cloud Nine—This ability prevents weather effects on all Pokémon while Psyduck is in that battle.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Water Sport
TM03	Water Pulse	—	Scratch
TM04	Calm Mind	5	Tail Whip
TM06	Toxic	10	Disable
TM07	Hail	16	Confusion
TM10	Hidden Power	23	Scream
TM13	Ice Beam	31	Psych Up
TM14	Blizzard	40	Fury Swipes
TM17	Protect	50	Hydro Pump

Location(s)

**Rarity: None**  
Trade from FireRed, Ruby, or Sapphire

**Rarity: Common**  
One Island  
Three Island  
Seven Island  
Celestia City  
Vindian City  
Seafarm Islands  
Route 4  
Route 8 (Fish and Surf)  
Route 8  
Route 11  
Route 13  
Route 19  
Route 21  
Route 23  
Route 25

Evolutions



## 055: Golduck™

WATER



Height: 5'07"

Weight: 189 lbs.

**Abilities:** Damp—This ability prevents the opponent from using Selfdestruct or Explosion when Golduck is in battle.  
Cloud Nine—This ability prevents weather effects on all Pokémon while Golduck is in that battle.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Water Sport
TM03	Water Pulse	—	Scratch
TM04	Calm Mind	—	Tail Whip
TM06	Toxic	—	Disable
TM07	Hail	16	Confusion
TM10	Hidden Power	23	Scream
TM13	Ice Beam	31	Psych Up
TM14	Blizzard	44	Fury Swipes
TM15	Hyper Beam	58	Hydro Pump

Location(s)

**Rarity: None**  
Trade from FireRed, Ruby, or Sapphire

**Rarity: Rare**  
Celestia Cave  
Three Island  
Evolve Psyduck

Evolutions



## 056: Mankey™

FIGHTING



Height: 1'08"

Weight: 69 lbs.

**Ability:** Vital Spirit—Protects Mankey from being put to Sleep.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Scratch
TM06	Toxic	—	Leer
TM08	Bulk Up	6	Low Kick
TM10	Hidden Power	11	Karate Chop
TM11	Sunny Day	16	Fury Swipes
TM12	Taunt	21	Focus Energy
TM17	Protect	26	Seismic Toss
TM19	Rain Dance	31	Cross Chop
TM21	Frustration	36	Swagger
TM23	Iron Tail	41	Scream
TM24	Thunderbolt	46	Thrash

Location(s)

**Rarity: Common**  
Route 3  
Route 4  
Route 23  
Rock Tunnel

**Rarity: Common**  
Route 3  
Route 4  
Route 23  
Rock Tunnel

Evolutions



## 057: Primeape™

FIGHTING



Height: 3'03"

Weight: 71 lbs.

**Ability:** Vital Spirit—Protects Primeape from being put to Sleep.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Scratch
TM06	Toxic	—	Leer
TM08	Bulk Up	—	Low Kick
TM10	Hidden Power	—	Rage
TM11	Sunny Day	26	Seismic Toss
TM12	Taunt	35	Cross Chop
TM15	Hyper Beam	44	Swagger
TM17	Protect	53	Scream
TM19	Rain Dance	62	Thrash

Location(s)

**Rarity: Rare**  
Route 23  
Celestia Cave  
Evolve Mankey

**Rarity: Rare**  
Route 23  
Celestia Cave  
Evolve Mankey

Evolutions



### 058: Growlithe™

FIRE



**Height:** 2'04"  
**Weight:** 42 lbs.  
**Abilities:** Flash Fire—Raises the power of Growlithe's Fire-type moves and prevents it from being damaged by Fire-type attacks.  
 Intimidate—The opponent's attack power lowers when Growlithe goes into battle.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM05	Roar	—	—	Bite
	TM06	Toxic	—	—	Roar
	TM10	Hidden Power	7	—	Ember
	TM11	Sunny Day	13	—	Leer
	TM17	Protect	19	—	Odor Slauth
	TM21	Frustration	25	—	Take Down
	TM23	Iron Tail	31	—	Flame Wheel
	TM27	Return	37	—	Helping Hand
	TM28	Dig	43	—	Agility
	TM32	Double Team	49	—	Flamethrower
	TM35	Flamethrower			
	TM38	Fire Blast			
	TM40	Aerial Ace			
	TM42	Facade			
	TM43	Secret Power			
	TM44	Rest			
	TM45	Attract			
	TM46	Thief			
	TM50	Overheat			
	HM04	Strength			
	HM06	Rock Smash			

#### Location(s)

**Rarity:** None  
 Trade from FireRed

**Rarity:** Rare  
 Route 6 Route 7  
 Pokémon Mansion

#### Evolutions



### 059: Arcanine™

FIRE



**Height:** 6'03"  
**Weight:** 341.7 lbs.  
**Abilities:** Flash Fire—Raises the power of Arcanine's Fire-type moves and prevents it from being damaged by Fire-type attacks.  
 Intimidate—The opponent's attack power lowers when Arcanine goes into battle.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM05	Roar	—	—	Bite
	TM06	Toxic	—	—	Roar
	TM10	Hidden Power	—	—	Ember
	TM11	Sunny Day	—	—	Odor Slauth
	TM15	Hyper Beam	49	—	Extremespeed
	TM17	Protect			
	TM21	Frustration			
	TM23	Iron Tail			
	TM27	Return			
	TM28	Dig			
	TM32	Double Team			
	TM35	Flamethrower			
	TM38	Fire Blast			
	TM40	Aerial Ace			
	TM42	Facade			
	TM43	Secret Power			
	TM44	Rest			
	TM45	Attract			
	TM46	Thief			
	TM50	Overheat			
	HM04	Strength			
	HM06	Rock Smash			

#### Location(s)

**Rarity:** None  
 Trade from FireRed

**Rarity:** Rare  
 Evolve Growlithe

#### Evolutions



### 060: Poliwhirl™

WATER



**Height:** 2'00"  
**Weight:** 27 lbs.  
**Abilities:** Damp—No one can use Selfdestruct or Explosion while Poliwhirl is in battle.  
 Water Absorb—When a Water attack hits Poliwhirl, it gains 1/4 of its HPs back.

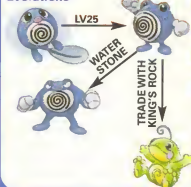
TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM03	Water Pulse	—	—	Bubble
	TM05	Toxic	7	—	Hypnosis
	TM07	Hail	13	—	Water Gun
	TM10	Hidden Power	19	—	Double-Edge
	TM13	Ice Beam	25	—	Rain Dance
	TM14	Blizzard	31	—	Body Slam
	TM17	Protect	37	—	Belly Drum
	TM18	Rain Dance	43	—	Hydro Pump
	TM21	Frustration			

#### Location(s)

**Rarity:** Common  
 Two Island Four Island  
 Six Island Viridian City  
 Safari Zone Cerulean Cave

**Rarity:** Common  
 Two Island Four Island  
 Six Island Viridian City  
 Safari Zone Cerulean Cave

#### Evolutions



### 061: Poliwhirl™

WATER



**Height:** 3'03"  
**Weight:** 44 lbs.  
**Abilities:** Damp—No one can use Selfdestruct or Explosion while Poliwhirl is in battle.  
 Water Absorb—When a Water attack hits Poliwhirl, it gains 1/4 of its HPs back.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM01	Focus Punch	—	—	Bubble
	TM03	Water Pulse	—	—	Hypnosis
	TM06	Toxic	—	—	Water Gun
	TM07	Hail	—	—	Rain Dance
	TM10	Hidden Power	35	—	Body Slam
	TM13	Ice Beam	43	—	Belly Drum
	TM17	Protect	51	—	Hydro Pump
	TM18	Rain Dance			

#### Location(s)

**Rarity:** Common  
 Two Island Four Island  
 Six Island Viridian City  
 Safari Zone Cerulean Cave

**Rarity:** Rare  
 Two Island Four Island  
 Six Island Viridian City  
 Safari Zone Cerulean Cave

#### Evolutions



## 062: Poliwhrath™

WATER FIGHTING



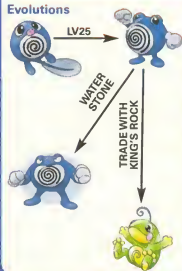
Height: 4'03"  
Weight: 119 lbs.  
Abilities: Damp—No one can use Selfdestruct or Explosion while Poliwhrath is in battle.  
Water Absorb—When a water attack hits Poliwhrath, it gains 1/4 of its HPs back.

### Location(s)

Rarity: Evolve  
Evolve Poliwhirl

Rarity: Evolve  
Evolve Poliwhirl

### Evolutions



TM/HM	TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Hypnosis	
TM03	Water Pulse	—	Water Gun	
TM05	Toxic	—	Double Slap	
TM07	Hall	—	Submission	
TM08	Bulk Up	51	Mind Reader	
TM10	Hidden Power			
TM13	Ice Beam			
TM14	Blizzard			
TM15	Hyper Beam			
TM17	Protect			
TM18	Rain Dance			
TM21	Frustration			
TM25	Earthquake			
TM27	Return			
TM28	Dig			
TM29	Psychic			
TM31	Brick Break			
TM32	Double Team			
TM39	Rock Tomb			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
HM03	Surf			
HM04	Strength			
HM06	Rock Smash			
HM07	Waterfall			
HM08	Dive			

### Move Tutor

#### Attack

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Metronome  
Mimic  
Substitute  
Counter  
Seismic Toss

## 064: Kadabra™

PSYCHIC



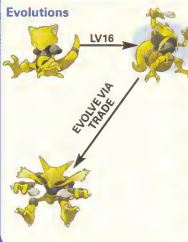
Height: 4'03"  
Weight: 125 lbs.  
Abilities: Synchronize—When an opponent inflicts a Poison, Paralyze, or Burn condition on Kadabra, it receives the same status ailment.  
Inner Focus—Prevents Kadabra from Flinching.

### Location(s)

Rarity: Rare  
Cerulean Cave Evolve Abra

Rarity: Rare  
Cerulean Cave Evolve Abra

### Evolutions



TM/HM	TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Teleport	
TM03	Calm Mind	—	Kinesis	
TM05	Toxic	—	Confusion	
TM10	Hidden Power	18	Disable	
TM11	Sunny Day	21	Psybeam	
TM12	Taunt	23	Reflect	
TM16	Light Screen	25	Recover	
TM17	Protect	30	Future Sight	
TM18	Rain Dance	33	Role Play	
TM20	Safeguard	36	Psychic	
TM21	Frustration	43	Trick	
TM23	Iron Tail			
TM27	Return			
TM29	Psychic			
TM30	Shadow Ball			
TM32	Double Team			
TM33	Reflect			
TM34	Shock Wave			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
TM48	Skill Swap			
TM49	Snatch			
HM05	Flash			

### Move Tutor

#### Attack

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Metronome  
Mimic  
Substitute  
Counter  
Seismic Toss  
Dream Eater  
Thunder Wave

## 063: Abra™

PSYCHIC



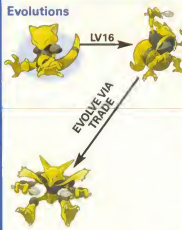
Height: 2'11"  
Weight: 43 lbs.  
Abilities: Synchronize—When an opponent inflicts a Poison, Paralyze, or Burn condition on Abra, it receives the same status ailment.  
Inner Focus—Prevents Abra from Flinching.

### Location(s)

Rarity: Rare  
Route 24 Route 25

Rarity: Rare  
Route 24 Route 25

### Evolutions



TM/HM	TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Teleport	
TM04	Calm Mind	—	Kinesis	
TM06	Toxic	—	Confusion	
TM10	Hidden Power	18	Disable	
TM11	Sunny Day	21	Psybeam	
TM12	Taunt	23	Reflect	
TM16	Light Screen	25	Recover	
TM17	Protect	30	Future Sight	
TM18	Rain Dance	33	Calm Mind	
TM20	Safeguard	36	Psychic	
TM21	Frustration	43	Trick	
TM23	Iron Tail			
TM27	Return			
TM29	Psychic			
TM30	Shadow Ball			
TM32	Double Team			
TM33	Reflect			
TM34	Shock Wave			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
TM48	Skill Swap			
TM49	Snatch			
HM05	Flash			

### Move Tutor

#### Attack

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Metronome  
Mimic  
Substitute  
Counter  
Seismic Toss  
Dream Eater  
Thunder Wave

## 065: Alakazam™

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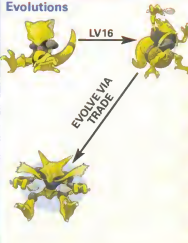
Height: 4'11"  
Weight: 106 lbs.  
Abilities: Synchronize—When an opponent inflicts a Poison, Paralyze, or Burn condition on Alakazam, it receives the same status ailment.  
Inner Focus—Prevents Alakazam from Flinching.

### Location(s)

Rarity: Evolve  
Evolve Kadabra

Rarity: Evolve  
Evolve Kadabra

### Evolutions



TM/HM	TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Teleport	
TM04	Calm Mind	—	Kinesis	
TM06	Toxic	—	Confusion	
TM10	Hidden Power	18	Disable	
TM11	Sunny Day	21	Psybeam	
TM12	Taunt	23	Reflect	
TM15	Hyper Beam	25	Recover	
TM16	Light Screen	30	Future Sight	
TM17	Protect	33	Calm Mind	
TM18	Rain Dance	36	Psychic	
TM20	Safeguard	43	Trick	
TM21	Frustration			
TM23	Iron Tail			
TM27	Return			
TM29	Psychic			
TM30	Shadow Ball			
TM32	Double Team			
TM33	Reflect			
TM34	Shock Wave			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
TM48	Skill Swap			
TM49	Snatch			
HM05	Flash			

### Move Tutor

#### Attack

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Metronome  
Mimic  
Substitute  
Counter  
Seismic Toss  
Dream Eater  
Thunder Wave

### 066: Machop™

FIGHTING



Height: 2'07"  
Weight: 43 lbs.  
Ability: Guts—When Machop has a status condition, its Attack Power multiplies by 1.5.

#### Location(s)

**Rarity: Common**  
One Island  
Rock Tunnel

**Rarity: Common**  
One Island  
Rock Tunnel

#### Evolutions



TM/HM		Attacks
TM/HM#	Name	Level      Attack
TM01	Focus Punch	—      Low Kick
TM06	Toxic	—      Leer
TM08	Bulk Up	7      Focus Energy
TM10	Hidden Power	13      Karate Chop
TM11	Sunny Day	19      Seismic Toss
TM17	Protect	22      Foresight
TM18	Rain Dance	25      Revenge
TM21	Frustration	31      Vital Throw
TM26	Earthquake	37      Submission
TM27	Return	40      Cross Chop
TM28	Dig	43      Scary Face
TM31	Brick Break	49      Dynamicpunch

#### Move Tutor

Attack
Body Slam
Facade
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 068: Machop™

FIGHTING



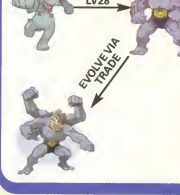
Height: 5'03"  
Weight: 287 lbs.  
Ability: Guts—When Machop has a status condition, its Attack Power multiplies by 1.5.

#### Location(s)

**Rarity: Evolve**  
Evolve Machop

**Rarity: Evolve**  
Evolve Machop

#### Evolutions



TM/HM	Name	Attacks	
TM/HM#		Level	Attack
TM01	Focus Punch	—	Low Kick
TM06	Toxic	—	Leer
TM08	Bulk Up	—	Focus Energy
TM10	Hidden Power	13	Karate Chop
TM11	Sunny Day	19	Seismic Toss
TM15	Hyper Beam	22	Foresight
TM17	Protect	25	Revenge
TM18	Rain Dance	33	Vital Throw
TM21	Frustration	41	Submission
TM26	Earthquake	46	Cross Chop
TM27	Return	51	Scary Face
TM28	Dig	59	Dynamicpunch

#### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 067: Machop™

FIGHTING



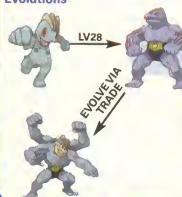
Height: 4'01"  
Weight: 155 lbs.  
Ability: Guts—When Machop has a status condition, its Attack Power multiplies by 1.5.

#### Location(s)

**Rarity: Rare**  
Victory Road  
Evolve Machop

**Rarity: Rare**  
Victory Road  
Evolve Machop

#### Evolutions



TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Low Kick
TM06	Toxic	—	Leer
TM08	Bulk Up	—	Focus Energy
TM10	Hidden Power	13	Karate Chop
TM11	Sunny Day	19	Seismic Toss
TM17	Protect	22	Foresight
TM18	Rain Dance	25	Revenge
TM21	Frustration	33	Vital Throw
TM26	Earthquake	41	Submission
TM27	Return	46	Cross Chop
TM28	Dig	51	Scary Face
TM31	Brick Break	59	Dynamicpunch

#### Move Tutor

Attack
Body Slam
Facade
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 069: Bellsprout™

GRASS POISON



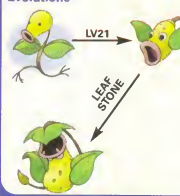
Height: 2'04"  
Weight: 9 lbs.  
Ability: Chlorophyll—When the Sunlight is strong, Bellsprout's Speed doubles.

#### Location(s)

**Rarity: Common**  
Two Island  
Route 5  
Route 7  
Route 13  
Route 15

**Rarity: None**  
Trade from LeafGreen

#### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic		—	Vine Whip
TM09	Bullet Seed		6	Growth
TM10	Hidden Power		11	Wrap
TM11	Sunny Day		15	Sleep Powder
TM17	Protect		17	Poisonpowder
TM19	Gige Drain		19	Stun Spore
TM21	Frustration		23	Acid
TM22	Solarbeam		30	Sweet Scent
TM27	Return		37	Razor Leaf
TM32	Double Team		45	Slam

#### Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance

## 070: Weepinbell™

GRASS POISON



Height: 3'03"  
Weight: 14 lbs.  
Ability: Chlorophyll—When the Sunlight is strong, Weepinbell's Speed doubles.

### Location(s)

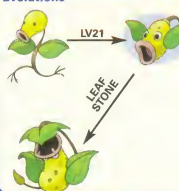
#### Rarity: Rare

Two Island  
Six Island  
Route 12  
Route 13  
Route 14  
Route 15  
Evolve Bellspout

#### Rarity: None

Trade from LeafGreen

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Growth
TM09	—	Bullet Seed	—	Wrap
TM10	—	Hidden Power	—	Sleep Powder
TM11	—	Sunny Day	—	Poisonpowder
TM17	—	Protect	—	Vine Whip
TM19	—	Giga Drain	24	Acid
TM21	—	Frustration	33	Sweet Scent
TM22	—	Solarbeam	42	Razor Leaf
TM27	—	Return	54	Slam
TM32	—	Double Team	—	—
TM36	—	Sludge Bomb	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
HM01	—	Cut	—	—
HM05	—	Flash	—	—

### Move Tutor

#### Attack

Double-Edge

Mimic

Substitute

Swords Dance

## 072: Tentacool™

WATER POISON



Height: 2'11"  
Weight: 100 lbs.  
Abilities: Clear Body—Protects Tentacool from getting its stats lowered.  
Liquid Ooze—Causes damage to opponents when they try to absorb HP from Tentacool.

### Location(s)

#### Rarity: Rare

One Island  
Five Island  
Six Island  
Seven Island  
Route 4  
Route 10  
Route 11  
Route 12  
Route 13  
Route 15  
Route 20  
Route 21  
Route 24  
Cerulean City  
Vermilion City

#### Rarity: Common

One Island  
Five Island  
Six Island  
Seven Island  
Route 4  
Route 10  
Route 11  
Route 12  
Route 13  
Route 15  
Route 20  
Route 21  
Route 24  
Cerulean City  
Vermilion City

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	—	Water Pulse	—	Poison Sting
TM06	—	Toxic	6	Supersonic
TM07	—	Hail	12	Constrict
TM10	—	Hidden Power	19	Acid
TM13	—	Ice Beam	25	Bubblebeam
TM14	—	Blizzard	30	Wrap
TM17	—	Protect	36	Berrier
TM18	—	Rain Dance	43	Screech
TM19	—	Giga Drain	49	Hydro Pump
TM21	—	Frustration	—	—
TM27	—	Return	—	—
TM32	—	Double Team	—	—
TM36	—	Sludge Bomb	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
HM01	—	Cut	—	—
HM03	—	Surf	—	—
HM07	—	Waterfall	—	—
HM08	—	Dive	—	—

### Move Tutor

#### Attack

Double-Edge

Mimic

Substitute

Swords Dance



## 073: Tentacruel™

WATER POISON



Height: 5'03"  
Weight: 121 lbs.  
Abilities: Clear Body—Protects Tentacruel from getting its stats lowered.  
Liquid Ooze—Causes damage to opponents when they try to absorb HP from Tentacruel.

### Location(s)

#### Rarity: Rare

One Island  
Five Island  
Six Island  
Seven Island  
Evolve Tentacool

#### Rarity: Rare

One Island  
Five Island  
Six Island  
Seven Island  
Evolve Tentacool

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	—	Water Pulse	—	Poison Sting
TM06	—	Toxic	—	Supersonic
TM07	—	Hail	—	Constrict
TM10	—	Hidden Power	19	Acid
TM13	—	Ice Beam	25	Bubblebeam
TM14	—	Blizzard	30	Wrap
TM15	—	Hyper Beam	38	Berrier
TM17	—	Protect	47	Screech
TM18	—	Rain Dance	55	Hydro Pump
TM19	—	Giga Drain	—	—
TM21	—	Frustration	—	—
TM27	—	Return	—	—
TM32	—	Double Team	—	—
TM36	—	Sludge Bomb	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
HM01	—	Cut	—	—
HM03	—	Surf	—	—
HM07	—	Waterfall	—	—
HM08	—	Dive	—	—

### Move Tutor

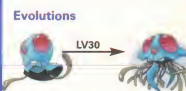
#### Attack

Double-Edge

Mimic

Substitute

Swords Dance



## 071: Victreebel™

GRASS POISON



Height: 5'07"  
Weight: 34 lbs.  
Ability: Chlorophyll—When the Sunlight is strong, Victreebel's Speed doubles.

### Location(s)

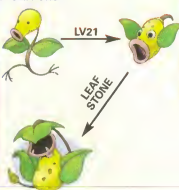
#### Rarity: Evolve

Evolve Weepinbell

#### Rarity: None

Trade from LeafGreen

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	—	Toxic	—	Stockpile
TM09	—	Bullet Seed	—	Spit Up
TM10	—	Hidden Power	—	Swallow
TM11	—	Sunny Day	—	Sleep Powder
TM15	—	Hyper Beam	—	Protect
TM17	—	Protect	—	Vine Whip
TM19	—	Giga Drain	—	Sweet Scent
TM21	—	Frustration	—	—
TM22	—	Solarbeam	—	—
TM27	—	Return	—	—
TM32	—	Double Team	—	—
TM36	—	Sludge Bomb	—	—
TM42	—	Facade	—	—
TM43	—	Secret Power	—	—
TM44	—	Rest	—	—
TM45	—	Attract	—	—
TM46	—	Thief	—	—
HM01	—	Cut	—	—
HM05	—	Flesh	—	—

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Swords Dance

### 074: Geodude™

ROCK GROUND



Height: 1'0"

Weight: 44 lbs.

**Abilities:** Rock Head—Protects Geodude from receiving recoil damage from Submission, Take Down, and Double-Edge.  
Sturdy—Prevents Geodude from receiving a one hit KO.

#### Location(s)

**Rarity: Common**  
One Island  
Victory Road  
Cerulean Cave  
Rock Tunnel

**Rarity: Common**  
One Island  
Victory Road  
Cerulean Cave  
Rock Tunnel

#### Evolutions



#### TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

#### Attacks

Level	Attack
—	Tackle
—	Defense Curl
6	Mud Sport
11	Rock Throw
16	Magnitude
21	Selfdestruct
26	Rollout
31	Rock Blast
36	Earthquake
41	Explosion
46	Double-Edge

#### Move Tutor

Attack
Body Slam
Double-Edge
Explosion
Mega Punch
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 076: Golem™

ROCK GROUND



Height: 4'07"

Weight: 662 lbs.

**Abilities:** Rock Head—Protects Golem from receiving recoil damage from Submission, Take Down, and Double-Edge.  
Sturdy—Prevents Golem from receiving a one hit KO.

#### Location(s)

**Rarity: Evolve**  
Evolve Graveler

**Rarity: Evolve**  
Evolve Graveler

#### Evolutions



#### TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

#### Attacks

Level	Attack
—	Tackle
—	Defense Curl
—	Mud Sport
—	Rock Throw
16	Magnitude
21	Selfdestruct
29	Rollout
37	Rock Blast
45	Earthquake
53	Explosion
62	Double-Edge

#### Move Tutor

Attack
Body Slam
Double-Edge
Explosion
Mega Punch
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 075: Graveler™

ROCK GROUND



Height: 3'03"

Weight: 222 lbs.

**Abilities:** Rock Head—Protects Graveler from receiving recoil damage from Submission, Take Down, and Double-Edge.  
Sturdy—Prevents Graveler from receiving a one hit KO.

#### Location(s)

**Rarity: Rare**  
One Island  
Cerulean Cave  
Evolve Geodude

**Rarity: Rare**  
One Island  
Cerulean Cave  
Evolve Geodude

#### Evolutions



#### TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

#### Attacks

Level	Attack
—	Tackle
—	Defense Curl
—	Mud Sport
—	Rock Throw
16	Magnitude
21	Selfdestruct
29	Rollout
37	Rock Blast
45	Earthquake
53	Explosion
62	Double-Edge

#### Move Tutor

Attack
Body Slam
Double-Edge
Explosion
Mega Punch
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 077: Ponyta™

FIRE



Height: 3'03"

Weight: 66 lbs.

**Abilities:** Flash Fire—Raises Ponyta's Fire-type attacks; prevents Fire-type attacks from damaging Ponyta.  
Run Away—Allows Ponyta to escape from Wild Pokémon.

#### Location(s)

**Rarity: Common**  
One Island

**Rarity: Common**  
One Island

#### Evolutions



#### TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM04	Strength

#### Attacks

Level	Attack
—	Quick Attack
5	Growl
9	Tail Whip
14	Ember
40	Fury Attack
45	Bounce
53	Fire Blast

#### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

## 078: Rapidash™

FIRE



Height: 5'07"  
Weight: 209 lbs.  
Abilities: Flash Fire—Raises Rapidash's Fire-type attacks, prevents Fire-type attacks from damaging Rapidash. Run Away—Allows Rapidash to escape from Wild Pokémon.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	Toxic	—	Quick Attack	—	—
TM10	Hidden Power	—	Growl	—	—
TM11	Sunny Day	—	Tail Whip	—	—
TM15	Hyper Beam	—	Ember	—	—
TM17	Protect	40	Fury Attack	—	—
TM21	Frustration	50	Bounce	—	—
TM22	Solarbeam	63	Fire Blast	—	—
TM23	Iron Tail	—	—	—	—
TM27	Return	—	—	—	—
TM32	Double Team	—	—	—	—
TM35	Flamethrower	—	—	—	—
TM38	Fire Blast	—	—	—	—
TM42	Facade	—	—	—	—
TM43	Secret Power	—	—	—	—
TM44	Rest	—	—	—	—
TM45	Attract	—	—	—	—
TM50	Overheat	—	—	—	—
HM04	Strength	—	—	—	—

Location(s)

Rarity: Rare  
One Island Evolve Ponyta

Rarity: Rare  
One Island Evolve Ponyta

Evolutions



## 079: Slowpoke™

WATER PSYCHIC



Height: 3'11"  
Weight: 75 lbs.  
Abilities: Oblivious—Prevents Slowpoke from being Attracted. Own Tempo—Prevents Slowpoke from being Confused.

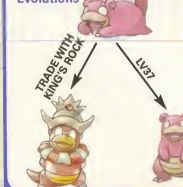
TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	Curse	—	—
TM04	Calm Mind	—	Tackle	—	—
TM06	Toxic	—	Yawn	—	—
TM07	Hail	6	Growl	—	—
TM10	Hidden Power	13	Water Gun	—	—
TM11	Sunny Day	17	Confusion	—	—
TM13	Ice Beam	24	Disable	—	—
TM14	Blizzard	29	Headbutt	—	—
TM17	Protect	36	Amnesia	—	—
TM18	Rain Dance	40	Psychic	—	—
TM20	Safeguard	47	Psych Up	—	—
TM21	Frustration	—	—	—	—
TM23	Iron Tail	—	—	—	—
TM26	Earthquake	—	—	—	—
TM27	Return	—	—	—	—
TM29	Psychic	—	—	—	—
TM30	Shadow Ball	—	—	—	—
TM32	Double Team	—	—	—	—
TM35	Flamethrower	—	—	—	—
TM38	Fire Blast	—	—	—	—
TM42	Facade	—	—	—	—
TM43	Secret Power	—	—	—	—
TM44	Rest	—	—	—	—
TM45	Attract	—	—	—	—
TM48	Skill Swap	—	—	—	—
HM03	Surf	—	—	—	—
HM04	Strength	—	—	—	—
HM05	Flash	—	—	—	—
HM08	Dive	—	—	—	—

Location(s)

Rarity: Common  
One Island Two Island  
Four Island Five Island  
Six Island Seven Island  
Route 4 Route 10  
Route 11 Route 12  
Route 13 Route 14  
Route 19 Route 20  
Route 21 Route 24  
Route 25 Fuchsia City  
Vermilion City Viridian City  
Cerulean Cave Safari Zone

Rarity: None  
Trade from LeafGreen

Evolutions



## 080: Slowbro™

WATER PSYCHIC



Height: 5'3"  
Weight: 173 lbs.  
Abilities: Oblivious—Prevents Slowbro from being Attracted. Own Tempo—Prevents Slowbro from being Confused.

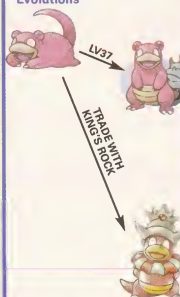
TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Curse	—	—
TM03	Water Pulse	—	Tackle	—	—
TM04	Calm Mind	—	Yawn	—	—
TM06	Toxic	—	Growl	—	—
TM07	Hail	37	Withdraw	—	—
TM10	Hidden Power	44	Psychic	—	—
TM11	Sunny Day	55	Psych Up	—	—
TM13	Ice Beam	—	—	—	—
TM14	Blizzard	—	—	—	—
TM15	Hyper Beam	—	—	—	—
TM17	Protect	—	—	—	—
TM18	Rain Dance	—	—	—	—
TM20	Safeguard	—	—	—	—
TM21	Frustration	—	—	—	—
TM23	Iron Tail	—	—	—	—
TM26	Earthquake	—	—	—	—
TM27	Return	—	—	—	—
TM28	Dig	—	—	—	—
TM29	Psychic	—	—	—	—
TM30	Shadow Ball	—	—	—	—
TM31	Brick Break	—	—	—	—
TM32	Double Team	—	—	—	—
TM35	Flamethrower	—	—	—	—
TM38	Fire Blast	—	—	—	—
TM42	Facade	—	—	—	—
TM43	Secret Power	—	—	—	—
TM44	Rest	—	—	—	—
TM45	Attract	—	—	—	—
TM48	Skill Swap	—	—	—	—
HM03	Surf	—	—	—	—
HM04	Strength	—	—	—	—
HM05	Flash	—	—	—	—
HM08	Rock Smash	—	—	—	—
HM08	Dive	—	—	—	—

Location(s)

Rarity: Common  
Two Island Seafloor Islands

Rarity: None  
Trade from LeafGreen

Evolutions



## 081: Magnemite™

ELECTRIC STEEL



Height: 1'00"  
Weight: 13 lbs.  
Abilities: Magnet Pull—Other Steel types cannot escape while Magnemite is in battle. Sturdy—A one hit KO cannot hit Magnemite.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	Toxic	—	Metal Sound	—	—
TM10	Hidden Power	—	Tackle	—	—
TM11	Sunny Day	6	Thunder Shock	—	—
TM17	Protect	11	Supersonic	—	—
TM18	Rain Dance	16	Scratch	—	—
TM21	Frustration	21	Thunder Wave	—	—
TM24	Thunderbolt	26	Spark	—	—
TM25	Thunder	32	Lock-On	—	—
TM27	Return	38	Swift	—	—
TM32	Double Team	44	Scream	—	—
TM33	Reflect	50	Zap Cannon	—	—
TM34	Shock Wave	—	—	—	—
TM42	Facade	—	—	—	—
TM43	Secret Power	—	—	—	—
TM44	Rest	—	—	—	—
HM05	Flash	—	—	—	—

Location(s)

Rarity: Common  
Power Plant

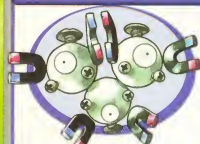
Rarity: Common  
Power Plant

Evolutions



### 082: Magnetom™

ELECTRIC STEEL



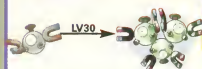
Height: 3'03"  
Weight: 132 lbs.  
Abilities: Magnet Pull—Other Steel types cannot escape while Magnetom is in battle.  
Sturdy—A one hit KO cannot hit Magnetom.

#### Location(s)

Rarity: Common  
Power Plant Cerulean Cava  
Evolve Magnetite

Rarity: Common  
Power Plant Cerulean Cava  
Evolve Magnetite

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	TM06	Toxic	—	—	Metal Sound
TM10	TM10	Hidden Power	—	—	Tackle
TM11	TM11	Sunny Day	—	—	Thundershock
TM15	TM15	Hyper Beam	—	—	Supersonic
TM17	TM17	Protect	16	16	Sonicboom
TM18	TM18	Rain Dance	21	21	Thunder Wave
TM21	TM21	Frustration	26	26	Spark
TM24	TM24	Thunderbolt	35	35	Lock-on
TM25	TM25	Thunder	44	44	Tri Attack
TM27	TM27	Return	53	53	Scream
TM32	TM32	Double Team	62	62	Zap Cannon

#### Move Tutor

Attack  
Double-Edge  
Mimic  
Substitute  
Thunder Wave

### 084: Doduo™

NORMAL FLYING



Height: 4'07"  
Weight: 86 lbs.  
Abilities: Run Away—Allows Doduo to escape from Wild Pokémon.  
Early Bird—Allows Doduo to wake up earlier when put to Sleep.

#### Location(s)

Rarity: Common  
Route 16 Route 17  
Route 18 Safari Zone

Rarity: Common  
Route 16 Route 17  
Route 18 Safari Zone

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	TM06	Toxic	—	—	Peck
TM10	TM10	Hidden Power	—	—	Growl
TM11	TM11	Sunny Day	9	9	Pursuit
TM17	TM17	Protect	13	13	Fury Attack
TM21	TM21	Frustration	21	21	Tri Attack
TM27	TM27	Return	25	25	Rage
TM32	TM32	Double Team	33	33	Uproar
TM40	TM40	Aerial Ace	37	37	Drill Peck
TM41	TM41	Torment	45	45	Agility

#### Move Tutor

Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute

### 085: Farfetch'd™

NORMAL FLYING



Height: 2'07"  
Weight: 33 lbs.  
Abilities: Keen Eye—Prevents Farfetch'd from having its Accuracy lowered.  
Inner Focus—Prevents Farfetch'd from Flinching.

#### Location(s)

Rarity: Only One  
Trade for Spearow in Vermilion City

Rarity: Only One  
Trade for Spearow in Vermilion City

#### Evolutions

Does not evolve

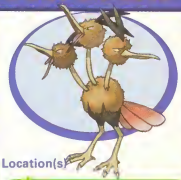
TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	TM06	Toxic	—	—	Peck
TM10	TM10	Hidden Power	6	6	Sand-Attack
TM11	TM11	Sunny Day	11	11	Leech
TM17	TM17	Protect	16	16	Fury Attack
TM21	TM21	Frustration	21	21	Knock Off
TM23	TM23	Iron Tail	26	26	Fury Cutter
TM27	TM27	Return	31	31	Swords Dance
TM32	TM32	Double Team	36	36	Agility
TM40	TM40	Aerial Ace	41	41	Slash
TM42	TM42	Facade	46	46	False Swipe

#### Move Tutor

Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Swords Dance

### 085: Dodrio™

NORMAL FLYING



Height: 5'11"  
Weight: 188 lbs.  
Abilities: Run Away—Allows Dodrio to escape from Wild Pokémon.  
Early Bird—Allows Dodrio to wake up earlier when put to Sleep.

#### Location(s)

Rarity: Evolve  
Evolve Doduo

Rarity: Evolve  
Evolve Doduo

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	TM06	Toxic	—	—	Peck
TM10	TM10	Hidden Power	—	—	Growl
TM11	TM11	Sunny Day	—	—	Pursuit
TM12	TM12	Taunt	—	—	Fury Attack
TM15	TM15	Hyper Beam	21	21	Tri Attack
TM17	TM17	Protect	25	25	Rage
TM21	TM21	Frustration	38	38	Uproar
TM27	TM27	Return	47	47	Drill Peck
TM32	TM32	Double Team	60	60	Agility

#### Move Tutor

Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute

## 086: Seel™

WATER



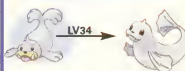
Height: 5'07"  
Weight: 190 lbs.  
Ability: Thick Fat—The effect of Ice- and Fire-type moves an opponent uses on Seel are halved.

### Location(s)

Rarity: Common  
Sealoom Islands Ice Cave

Rarity: Common  
Sealoom Islands Ice Cave

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Headbutt	
TM06	Toxic	9	Growl	
TM07	Hail	17	Icy Wind	
TM10	Hidden Power	21	Aurora Beam	
TM13	Ice Beam	29	Rest	
TM14	Blizzard	37	Take Down	
TM17	Protect	41	Ice Beam	
TM18	Rain Dance	49	Safeguard	
TM20	Safeguard			
TM21	Frustration			
TM22	Return			
TM32	Double Team			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Surf			
HM07	Waterfall			
HM08	Dive			

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

## 088: Grimer™

POISON



Height: 2'11"  
Weight: 66 lbs.  
Abilities: Stench—When Grimer is in the first slot, the chances of running into a Wild Pokémon decrease.  
Sticky Hold—Prevents an opponent from stealing a Hold Item Grimer may have.

### Location(s)

Rarity: Common  
Rocket Hideout Pokémon Mansion

Rarity: Common  
Rocket Hideout Pokémon Mansion

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Poison Gas	
TM10	Hidden Power	—	Pound	
TM11	Sunny Day	4	Harden	
TM12	Teat	8	Disable	
TM17	Protect	13	Sludge	
TM18	Rain Dance	19	Minimize	
TM19	Giga Drain	26	Screech	
TM21	Frustration	34	Acid Armor	
TM24	Thunderbolt	43	Sludge Bomb	
TM25	Thunder	53	Memento	
TM27	Return			
TM28	Dig			
TM32	Double Team			
TM34	Shock Wave			
TM35	Flamethrower			
TM36	Sludge Bomb			
TM38	Fire Blast			
TM39	Rock Tomb			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Theft			

### Move Tutor

#### Attack

Double-Edge

Explosion

Mimic

Substitute

Body Slam

## 087: Dewong™

WATER ICE



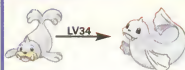
Height: 5'07"  
Weight: 265 lbs.  
Ability: Thick Fat—The effect of Ice- and Fire-type moves an opponent uses on Dewong are halved.

### Location(s)

Rarity: Rare  
Sealoom Islands Evolve Seel

Rarity: Rare  
Sealoom Islands Evolve Seel

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Signal Beam	
TM06	Toxic	—	Headbutt	
TM07	Hail	—	Growl	
TM10	Hidden Power	—	Icy Wind	
TM13	Ice Beam	—	Aurora Beam	
TM14	Blizzard	34	Sheer Cold	
TM15	Hyper Beam	42	Take Down	
TM17	Protect	51	Ice Beam	
TM18	Rain Dance	64	Safeguard	
TM20	Safeguard			
TM21	Frustration			
TM22	Return			
TM32	Double Team			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Theft			
HM03	Surf			
HM07	Waterfall			
HM08	Dive			

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

## 089: Muk™

POISON



Height: 3'11"  
Weight: 66 lbs.  
Abilities: Stench—When Muk is in the first slot, the chances of running into a Wild Pokémon decrease.  
Sticky Hold—Prevents an opponent from stealing a Hold Item Muk may have.

### Location(s)

Rarity: Rare  
Pokémon Mansion Evolve Grimer

Rarity: Evolve  
Pokémon Mansion Evolve Grimer

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Poison Gas	
TM06	Toxic	—	Pound	
TM10	Hidden Power	—	Hardy	
TM11	Sunny Day	8	Disable	
TM12	Teat	13	Sludge	
TM15	Hyper Beam	19	Minimize	
TM17	Protect	26	Screech	
TM18	Rain Dance	34	Acid Armor	
TM19	Giga Drain	47	Sludge Bomb	
TM21	Frustration	61	Memento	
TM24	Thunderbolt			
TM25	Thunder			
TM27	Return			
TM28	Dig			
TM31	Brick Break			
TM32	Double Team			
TM34	Shock Wave			
TM35	Flamethrower			
TM36	Sludge Bomb			
TM38	Fire Blast			
TM39	Rock Tomb			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Theft			
HM04	Strength			
HM06	Rock Smash			

### Move Tutor

#### Attack

Double-Edge

Explosion

Mimic

Substitute

Body Slam

### 090: Shellder™

WATER



Height: 1'00"  
 Weight: 9 lbs.  
 Ability: Shell Armor—Shellder is protected from being struck by Critical Hits.

TM/HM#	Name	Attacks	Attack
TM05	Water Pulse	—	Tackle
TM06	Toxic	—	Withdraw
TM07	Hail	8	Iceberg Spear
TM10	Hidden Power	15	Supersonic
TM13	Ice Beam	22	Aurora Beam
TM14	Blizzard	29	Protect
TM17	Protect	36	Leer
TM18	Rain Dance	43	Clamp
TM21	Frustration	50	Ice Beam
TM27	Return		
TM32	Double Team		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM03	Surf		
HM08	Dive		

Move Tutor  
 Attack  
 Double Edge  
 Mimic  
 Substitute  
 Explosion

#### Location(s)

Rarity: None  
 Trade from FireRed

Rarity: Common  
 One Island Five Island  
 Vermilion City

#### Evolutions



### 091: Cloyster™

WATER ICE



Height: 4'11"  
 Weight: 292 lbs.  
 Ability: Shell Armor—Cloyster is protected from being struck by Critical Hits.

TM/HM#	Name	Attacks	Attack
TM05	Water Pulse	—	Withdraw
TM06	Toxic	—	Supersonic
TM07	Hail	—	Aurora Beam
TM10	Hidden Power	—	Protect
TM13	Ice Beam	36	Spikes
TM14	Blizzard	43	Spike Cannon
TM15	Hyper Beam		
TM17	Protect		
TM18	Rain Dance		
TM21	Frustration		
TM27	Return		
TM32	Double Team		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM03	Surf		
HM08	Dive		

Move Tutor  
 Attack  
 Double Edge  
 Mimic  
 Substitute  
 Explosion

#### Location(s)

Rarity: None  
 Trade from FireRed Evolve Shellder

Rarity: Evolve  
 Evolve Shellder

#### Evolutions



### 092: Gastly™

GHOST POISON



Height: 4'03"  
 Weight: 0.2 lbs.  
 Ability: Levitate—Protects Gastly from Ground-type attacks.

TM/HM#	Name	Attacks	Attack
TM06	Toxic	—	Lick
TM10	Hidden Power	—	Hypnosis
TM11	Sunny Day	8	Spite
TM12	Taunt	13	Curse
TM17	Protect	16	Night Shade
TM18	Rain Dance	21	Confuse Ray
TM19	Giga Drain	28	Dream Eater
TM21	Frustration	33	Destiny Bond
TM24	Thunderbolt	36	Shadow Ball
TM27	Return	41	Nightmare
TM29	Psychic	48	Mean Look
TM30	Shadow Ball		
TM32	Double Team		
TM36	Sludge Bomb		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Thief		
TM48	Skill Swap		
TM49	Snatch		

Move Tutor  
 Attack  
 Explosion  
 Mimic  
 Substitute  
 Dream Eater

#### Location(s)

Rarity: Common  
 Five Island Pokémon Tower

Rarity: Common  
 Five Island Pokémon Tower

#### Evolutions



### 093: Haunter™

GHOST POISON



Height: 5'03"  
 Weight: 0.2 lbs.  
 Ability: Levitate—Protects Haunter from Ground-type attacks.

TM/HM#	Name	Attacks	Attack
TM06	Toxic	—	Lick
TM10	Hidden Power	—	Hypnosis
TM11	Sunny Day	—	Spite
TM12	Taunt	25	Shadow Punch
TM17	Protect	31	Dream Eater
TM18	Rain Dance	39	Destiny Bond
TM19	Giga Drain	45	Shadow Ball
TM21	Frustration	53	Nightmare
TM24	Thunderbolt	64	Mean Look
TM27	Return		
TM29	Psychic		
TM30	Shadow Ball		
TM32	Double Team		
TM36	Sludge Bomb		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Thief		
TM48	Skill Swap		
TM49	Snatch		

Move Tutor  
 Attack  
 Explosion  
 Mimic  
 Substitute  
 Dream Eater

#### Evolutions



## 094: Gengar™

GHOS! POISON



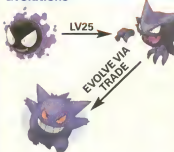
Height: 4'11"  
Weight: 89 lbs.  
Ability: Levitate—Protects Gengar from Ground-type attacks.

Location(s)

Rarity: Evolve  
Evolve Haunter

Rarity: Evolve  
Evolve Haunter

Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Lick	
TM06	Toxic	—	Hypnosis	
TM10	Hidden Power	—	Spite	
TM11	Sunny Day	25	Shadow Punch	
TM12	Taunt	31	Dream Eater	
TM15	Hyper Beam	38	Destiny Bond	
TM17	Protect	45	Shadow Ball	
TM18	Rain Dance	53	Nightmare	
TM19	Giga Drain	64	Mean Look	
TM21	Frustration			
TM24	Thunderbolt			
TM25	Thunder			
TM27	Return			
TM29	Psychic			
TM30	Shadow Ball			
TM31	Brick Break			
TM32	Double Team			
TM36	Sludge Bomb			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM46	Thief			
TM48	Skill Swap			
TM49	Snatch			
HM04	Strength			
HM06	Rock Smash			

Move Tutor

Attack	Attack
Body Slam	
Explosion	
Mega Punch	
Mega Kick	
Metronome	
Mimic	
Substitute	
Counter	
Seismic Toss	
Dream Eater	
Double-Edge	

## 096: Drowzee™

PSYCH



Height: 3'0"  
Weight: 71 lbs.  
Ability: Insomnia—Protects Drowzee from an opponent's Sleep attack.

Location(s)

Rarity: Common  
Three Island Route 11

Rarity: Common  
Three Island Route 11

Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Pound	
TM04	Calm Mind	—	Hypnosis	
TM06	Toxic	7	Disable	
TM10	Hidden Power	11	Confusion	
TM11	Sunny Day	17	Headbutt	
TM12	Taunt	21	Poison Gas	
TM16	Light Screen	27	Meditate	
TM17	Protect	31	Psychic	
TM18	Rain Dance	37	Psych Up	
TM20	Safeguard	41	Swagger	
TM21	Frustration	47	Future Sight	
TM27	Return			
TM29	Psychic			
TM30	Shadow Ball			
TM31	Brick Break			
TM32	Double Team			
TM33	Reflect			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
TM48	Skill Swap			
TM49	Snatch			
HM05	Flash			

Move Tutor

Attack	Attack
Body Slam	
Double-Edge	
Mega Punch	
Mega Kick	
Metronome	
Mimic	
Substitute	
Counter	
Seismic Toss	
Dream Eater	
Thunder Wave	

## 095: Onix™

ROCK GROUND



Height: 28'10"  
Weight: 463 lbs.  
Abilities: Sturdy—Prevents a one hit KO from hitting Onix.  
Rock Head—Prevents Onix from receiving recoil damage.

Location(s)

Rarity: Common  
Victory Road Rock Tunnel  
Seven Island

Rarity: Common  
Victory Road Rock Tunnel  
Seven Island

Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM05	Roar	—	Tackle	
TM06	Toxic	—	Screech	
TM10	Hidden Power	8	Bind	
TM11	Sunny Day	12	Rock Throw	
TM12	Taunt	18	Harden	
TM17	Protect	23	Rage	
TM21	Frustration	30	Dragonbreath	
TM23	Iron Tail	34	Sandstorm	
TM26	Earthquake	41	Slam	
TM27	Return	45	Iron Tail	
TM28	Dig	52	Sand Tomb	
TM32	Double Team	56	Double-Edge	
TM37	Sandstorm			
TM38	Rock Tomb			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM04	Strength			
HM06	Rock Smash			

Move Tutor

Attack	Attack
Double-Edge	
Explosion	
Mimic	
Substitute	
Rock Slide	
Body Slam	

## 097: Hypno™

PSYCH



Height: 5'0"  
Weight: 167 lbs.  
Ability: Insomnia—Protects Hypno from an opponent's Sleep attack.

Location(s)

Rarity: Common  
Three Island Evolve Drowzee

Rarity: Common  
Three Island Evolve Drowzee

Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Nightmare	
TM04	Calm Mind	—	Pound	
TM06	Toxic	—	Hypnosis	
TM10	Hidden Power	—	Disable	
TM11	Sunny Day	—	Confusion	
TM12	Taunt	29	Meditate	
TM15	Hyper Beam	35	Psychic	
TM16	Light Screen	43	Psych Up	
TM17	Protect	45	Swagger	
TM18	Rain Dance	57	Future Sight	
TM20	Safeguard			
TM21	Frustration			
TM27	Return			
TM29	Psychic			
TM30	Shadow Ball			
TM31	Brick Break			
TM32	Double Team			
TM33	Reflect			
TM41	Torment			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
TM48	Skill Swap			
TM49	Snatch			
HM05	Flash			

Move Tutor

Attack	Attack
Body Slam	
Double-Edge	
Mega Punch	
Mega Kick	
Metronome	
Mimic	
Substitute	
Counter	
Seismic Toss	
Dream Eater	
Thunder Wave	

### 098: Krabby™

WATER



Height: "04"  
 Weight: 14 lbs.  
 Abilities: Shell Armor—Protects Krabby from critical hits.  
 Hyper Cutter—Prevents Krabby's attack power from being reduced.

TM/HM	TM/HM#	Name	Attack Level	Attack
TM03	Water Pulse	—	—	Bubble
TM06	Toxic	—	5	Leer
TM07	Hail	—	12	Vic Grip
TM10	Hidden Power	—	16	Harden
TM13	Ice Beam	—	23	Mud Shot
TM14	Blizzard	—	27	Stomp
TM17	Protect	—	34	Guillotine
TM18	Rain Dance	—	38	Protect
TM21	Frustration	—	45	Crabhammer
TM27	Return	—	49	Flail

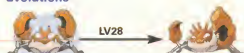
#### Location(s)

Rarity: Common	
One Island	Five Island
Six Island	Seven Island
Route 4	Route 10
Route 11	Route 12
Route 13	Route 19
Route 20	Route 21
Route 24	Vermilion City

Rarity: Common	
One Island	Five Island
Six Island	Seven Island
Route 4	Route 10
Route 11	Route 12
Route 13	Route 19
Route 20	Route 21
Route 24	Vermilion City

Move Tutor	Attack
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM08	Dive

#### Evolutions



### 099: Kingler™

WATER



Height: "03"  
 Weight: 132 lbs.  
 Ability: Shell Armor—Protects Kingler from Critical Hits.  
 Hyper Cutter—Prevents Kingler's attack power from being reduced.

TM/HM	TM/HM#	Name	Attack Level	Attack
TM03	Water Pulse	—	—	Metal Claw
TM06	Toxic	—	—	Bubble
TM07	Hail	—	—	Leer
TM10	Hidden Power	—	—	Vic Grip
TM13	Ice Beam	—	—	Harden
TM14	Blizzard	—	—	Mud Shot
TM15	Hyper Beam	—	—	Stomp
TM17	Protect	—	38	Guillotine
TM18	Rain Dance	—	42	Protect
TM21	Frustration	—	57	Crabhammer
TM27	Return	—	65	Flail

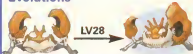
#### Location(s)

Rarity: Rare	
One Island	Three Island
Five Island	Six Island
Seven Island	Route 19
Route 20	Route 21
Evolve Krabby	

Rarity: Rare	
Evolve Krabby	

Move Tutor	Attack
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM08	Dive

#### Evolutions



### 100: Voltorb™

ELECTRIC



Height: "08"  
 Weight: 23 lbs.  
 Abilities: Soundproof—Prevents Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Updraft from hitting Voltorb.  
 Static—The opponent has a 30% chance of being Paralyzed if a physical attack hits Voltorb.

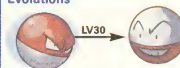
TM/HM	TM/HM#	Name	Attack Level	Attack
TM06	Toxic	—	—	Charge
TM10	Hidden Power	—	—	Tackle
TM12	Taunt	—	8	Screech
TM16	Light Screen	—	15	Sonicboom
TM17	Protect	—	21	Spark
TM18	Rain Dance	—	27	Selfdestruct
TM21	Frustration	—	32	Rollout
TM24	Thunderbolt	—	37	Light Screen
TM25	Thunder	—	42	Swift
TM27	Return	—	46	Explosion
TM32	Double Team	—	49	Mirror Coat

#### Location(s)

Rarity: Common	
Power Plant	Route 10

Rarity: Common	
Power Plant	Route 10

#### Evolutions



Move Tutor	Attack
TM42	Facade
TM43	Secret Power
TM44	Rest
TM46	Thief
HM05	Flash

### 101: Electrode™

ELECTRIC



Height: "11"  
 Weight: 147 lbs.  
 Abilities: Soundproof—Prevents Electrode from being hit by Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Updraft.  
 Static—The opponent has a 30% chance of being Paralyzed if a physical attack hits Electrode.

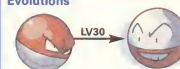
TM/HM	TM/HM#	Name	Attack Level	Attack
TM06	Toxic	—	—	Charge
TM10	Hidden Power	—	—	Tackle
TM12	Taunt	—	—	Screech
TM15	Hyper Beam	—	—	Sonicboom
TM16	Light Screen	—	21	Spark
TM17	Protect	—	27	Selfdestruct
TM18	Rain Dance	—	34	Rollout
TM21	Frustration	—	41	Light Screen
TM24	Thunderbolt	—	48	Swift
TM25	Thunder	—	54	Explosion
TM27	Return	—	59	Mirror Coat

#### Location(s)

Rarity: Rare	
Caravan Cave	Evolve Voltorb

Rarity: Rare	
Evolve Voltorb	

#### Evolutions



Move Tutor	Attack
TM41	Taunt
TM42	Facade
TM43	Secret Power
TM44	Rest
TM46	Thief
HM05	Flash

## 102: Exeggcute™

GRASS PSYCHIC



Height: 1'04"  
Weight: 6 lbs.  
Ability: Chlorophyll—When the Sunlight is strong, Exeggcute's Speed doubles.

### Location(s)

Rarity: Common  
Safari Zone

Rarity: Common  
Safari Zone

### Evolutions



TM/HM	Name	Attack Level	Attack
TM04	Calm Mind	—	Barrage
TM05	Toxic	—	Hypnosis
TM09	Bullet Seed	—	Uppur
TM10	Hidden Power	7	Reflect
TM11	Sunny Day	13	Leech Seed
TM16	Light Screen	19	Confusion
TM17	Protect	25	Stun Spore
TM19	Giga Drain	31	Poisonpowder
TM21	Frustration	37	Sleep Powder
TM22	Solarbeam	43	Solarbeam
TM27	Return	—	—
TM29	Psychic	—	—
TM32	Double Team	—	—
TM33	Reflect	—	Double-Edge
TM34	Shock Wave	—	Explosion
TM36	Sludge Bomb	—	Mimic
TM42	Facade	—	Substitute
TM43	Secret Power	—	Dream Eater
TM44	Rest	—	—
TM45	Attract	—	—
TM46	Thief	—	—
TM48	Skill Swap	—	—
HM04	Strength	—	—
HM05	Flash	—	—

### Move Tutor

Attack

Double-Edge

Explosion

Mimic

Substitute

Dream Eater

## 104: Cubone™

GROUND



Height: 1'04"  
Weight: 14 lbs.  
Abilities: Lightningrod—All Electric attacks go toward Cubone during a 2-on-2 Battle.  
Rock Head—Protects Cubone from recoil damage.

### Location(s)

Rarity: Rare  
Pokemon Tower Seven Island

Rarity: Rare  
Pokemon Tower Seven Island

### Evolutions



TM/HM	Name	Attack Level	Attack
TM01	Focus Punch	—	Growl
TM05	Toxic	5	Tail Whip
TM10	Hidden Power	9	Bone Club
TM11	Sunny Day	13	Headbutt
TM13	Ice Beam	17	Leer
TM14	Blizzard	21	Focus Energy
TM17	Protect	25	Bonemerang
TM21	Frustration	29	Rage
TM23	Iron Tail	33	False Swipe
TM26	Earthquake	37	Thrash
TM27	Return	41	Bone Rush
TM28	Dig	45	Double-Edge
TM31	Brick Break	—	—
TM32	Double Team	—	—
TM35	Flamethrower	—	—
TM37	Sandstorm	—	Body Slam
TM38	Fire Blast	—	Double-Edge
TM39	Rock Tomb	—	Mega Punch
TM40	Aerial Ace	—	Mega Kick
TM42	Facade	—	Metronome
TM43	Secret Power	—	Mimic
TM44	Rest	—	Substitute
TM45	Attract	—	Swords Dance
TM46	Thief	—	Counter
HM04	Strength	—	Seismic Toss
HM06	Rock Smash	—	Rock Slide

### Move Tutor

Attack

Body Slam

Double-Edge

Mega Punch

Mega Kick

Metronome

Mimic

Substitute

Swords Dance

Counter

Seismic Toss

Rock Slide

## 103: Exeggutor™

GRASS PSYCHIC



Height: 6'07"  
Weight: 265 lbs.  
Ability: Chlorophyll—When the Sunlight is strong, Exeggutor's Speed doubles.

### Location(s)

Rarity: Evolve  
Evolve Exeggcute

Rarity: Evolve  
Evolve Exeggcute

### Evolutions



TM/HM	Name	Attack Level	Attack
TM06	Toxic	—	Barrege
TM09	Bullet Seed	—	Hypnosis
TM10	Hidden Power	—	Confusion
TM11	Sunny Day	19	Stomp
TM15	Hyper Beam	31	Egg Bomb
TM16	Light Screen	—	—
TM17	Protect	—	—
TM19	Giga Drain	—	—
TM21	Frustration	—	—
TM22	Solarbeam	—	—
TM27	Return	—	—
TM29	Psychic	—	—
TM32	Double Team	—	—
TM33	Reflect	—	Double-Edge
TM36	Sludge Bomb	—	Explosion
TM42	Facade	—	Mimic
TM43	Secret Power	—	Substitute
TM44	Rest	—	Dream Eater
TM45	Attract	—	—
TM46	Thief	—	—
TM48	Skill Swap	—	—
HM04	Strength	—	—
HM05	Flash	—	—

### Move Tutor

Attack

Double-Edge

Explosion

Mimic

Substitute

Dream Eater

## 105: Marowak™

GROUND



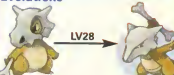
Height: 3'03"  
Weight: 99 lbs.  
Abilities: Lightningrod—All Electric attacks go toward Marowak during a 2-on-2 Battle.  
Rock Head—Protects Marowak from recoil damage.

### Location(s)

Rarity: Rare  
Victory Road Evolve Cubone

Rarity: Rare  
Victory Road Evolve Cubone

### Evolutions



TM/HM	Name	Attack Level	Attack
TM01	Focus Punch	—	Growl
TM05	Toxic	—	Tail Whip
TM10	Hidden Power	—	Bone Club
TM11	Sunny Day	—	Headbutt
TM13	Ice Beam	32	Rage
TM14	Blizzard	39	False Swipe
TM15	Hyper Beam	46	Thrash
TM17	Protect	53	Bone Rush
TM21	Frustration	61	Double-Edge
TM23	Iron Tail	—	—
TM26	Earthquake	—	—
TM27	Return	—	—
TM28	Dig	—	—
TM31	Brick Break	—	Body Slam
TM32	Double Team	—	Double-Edge
TM35	Flamethrower	—	Mega Punch
TM37	Sandstorm	—	Mega Kick
TM38	Fire Blast	—	Mimic
TM39	Rock Tomb	—	Substitute
TM40	Aerial Ace	—	Swords Dance
TM42	Facade	—	Counter
TM43	Secret Power	—	Seismic Toss
TM44	Rest	—	Rock Slide
TM45	Attract	—	—
TM46	Thief	—	—
HM04	Strength	—	—
HM06	Rock Smash	—	—

### Move Tutor

Attack

Body Slam

Double-Edge

Mega Punch

Mega Kick

Mimic

Substitute

Swords Dance

Counter

Seismic Toss

Rock Slide

### 106: Hitmonlee™

**FIGHTING**



Height: 4'11"  
 Weight: 110 lbs.  
 Ability: Limber—Protects Hitmonlee from being Paralyzed.

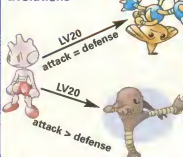
TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Double Kick
TM06	Toxic	—	Revenge
TM08	Bulk Up	8	Meditate
TM10	Hidden Power	11	Rolling Kick
TM11	Sunny Day	16	Jump Kick
TM17	Protect	20	Brick Break
TM18	Rain Dance	21	Focus Energy
TM21	Frustration	26	Hi Jump Kick
TM26	Earthquake	31	Mind Reader
TM27	Return	36	Foresight
TM31	Brick Break	41	Endure
TM32	Double Team	46	Mega Kick
TM39	Rock Tomb	51	Reversal

Location(s)

Rarity: Only One  
 Fighting Dojo

Rarity: Only One  
 Fighting Dojo

Evolutions



Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 107: Hitmonchan™

**FIGHTING**



Height: 4'7"  
 Weight: 111 lbs.  
 Ability: Keen Eye—Prevents Hitmonchan from having its Accuracy lowered

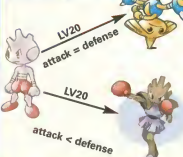
TM/HM	Name	Attacks	Attack
TM/HM#		Level	
TM01	Focus Punch	—	Comet Punch
TM06	Toxic	—	Revenge
TM08	Bulk Up	7	Agility
TM10	Hidden Power	13	Pursuit
TM11	Sunny Day	20	Mach Punch
TM17	Protect	26	Fire Punch
TM18	Rain Dance	26	Ice Punch
TM21	Frustration	26	Thunderpunch
TM26	Earthquake	32	Sky Uppercut
TM27	Return	38	Mega Punch
TM31	Brick Break	44	Detect
TM32	Double Team	50	Counter

Location(s)

Rarity: Only One  
 Fighting Dojo

Rarity: Only One  
 Fighting Dojo

Evolutions



Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

### 108: Lickitung™

**FIGHTING**



Height: 3'11"  
 Weight: 144 lbs.  
 Abilities: Oblivious—Prevents Lickitung from being Attracted.  
 Own Tempo—Prevents Lickitung from being Confused.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Lick	
TM03	Water Pulse	7	Supersonic	
TM06	Toxic	12	Defense Curl	
TM10	Hidden Power	18	Knock Off	
TM11	Sunny Day	23	Stomp	
TM13	Ice Beam	29	Wrap	
TM14	Blizzard	34	Disable	
TM15	Hyper Beam	40	Slam	
TM17	Protect	45	Scream	
TM18	Rain Dance	51	Refresh	
TM21	Frustration			
TM22	Solarbeam			

Move Tutor

Location(s)

Rarity: Only One  
 Trade for Slowbro on Route 18

Rarity: Only One  
 Trade for Golduck on Route 18

Evolutions

Does not evolve

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide
Dream Eater

### 109: Koffing™

**POISON**



Height: 2'00"  
 Weight: 2 lbs.  
 Ability: Levitate—Protects Koffing from being hit by Ground-type attacks

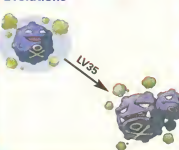
TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06		Toxic	—	Poison Gas
TM10		Hidden Power	—	Tackle
TM11		Sunny Day	9	Smog
TM12		Taunt	17	Selfdestruct
TM17		Protect	21	Sludge
TM18		Rain Dance	25	Smokescreen
TM21		Frustration	33	Haze
TM24		Thunderbolt	41	Explosion
TM25		Thunder	45	Destiny Bond
TM27		Return	49	Memento
TM30		Shadow Ball		
TM32		Double Team		
			Move Tutor	

Location(s)

Rarity: Common  
 Pokémon Mansion

Rarity: Common  
 Pokémon Mansion

Evolutions



Move Tutor

Attack
Explosion
Mimic
Substitute



### 113: Chansey™

NORMAL



Height: 3'07"  
Weight: 76 lbs.

Abilities: Natural Cure—Any status problem is cured when Chansey is switched out.  
Serenity Grace—When Chansey is in battle, the chances of extra effects occurring are doubled.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Pound	—	—
TM03	Water Pulse	—	Growl	—	—
TM04	Calm Mind	5	Tail Whip	—	—
TM06	Toxic	9	Refresh	—	—
TM07	Hail	13	Softboiled	—	—
TM10	Hidden Power	17	Doublelap	—	—
TM11	Sunny Day	23	Mimicry	—	—
TM13	Ice Beam	29	Sing	—	—
TM14	Blizzard	35	Egg Bomb	—	—
TM15	Hyper Beam	41	Defense Curl	—	—
TM16	Light Screen	48	Light Screen	—	—
TM17	Protect	57	Double Edge	—	—

Location(s)

Rarity: Rare

Safari Zone

Rarity: Rare

Safari Zone

Evolution(s)



FRIENDSHIP



Move Tutor

Attack

TM21	Frustration	Body Slam
TM22	Solarbeam	Double-Edge
TM23	Iron Tail	Mega Punch
TM24	Thunderbolt	Mega Kick
TM25	Thunder	Metronome
TM26	Earthquake	Mimic
TM27	Return	Softboiled
TM28	Psychic	Substitute
TM30	Shadow Ball	Counter
TM31	Brick Break	Seismic Toss
TM32	Double Team	Dream Eater
TM34	Shock Wave	Thunder Wave

TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM48	Skill Swap
TM49	Snatch
HM04	Strength
HM05	Flash
HM06	Rock Smash

### 114: Tangela™

GRASS



Height: 3'03"

Weight: 77 lbs.

Ability: Chlorophyll—When the Sunlight is strong, Tangela's Speed doubles.

TM/HM

TM/HM#	Name	Attacks	Level	Attack
TM06	Toxic	—	Constrict	—
TM09	Bullet Seed	—	Ingrain	—
TM10	Hidden Power	4	Sleep Powder	—
TM11	Sunny Day	10	Absorb	—
TM15	Hyper Beam	13	Growth	—
TM17	Protect	19	Poisonpowder	—
TM19	Giga Drain	22	Vine Whip	—
TM21	Frustration	28	Bind	—
TM22	Solarbeam	31	Mega Drain	—
TM27	Return	37	Stun Spore	—
TM32	Double Team	40	Slam	—
TM36	Sludge Bomb	46	Tickle	—
TM42	Facade	—	—	—
TM43	Secret Power	—	—	—
TM44	Rest	—	—	—
TM45	Attract	—	—	—
TM46	Thief	—	—	—
HM01	Cut	—	—	—
HM05	Flash	—	—	—
HM06	Rock Smash	—	—	—

Location(s)

Rarity: Rare

Route 21 One Island

Rarity: Rare

Route 21 One Island

Evolution(s)

Does not evolve

Move Tutor

Attack

Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

### 115: Kangaskhan™

NORMAL



Height: 7'03"

Weight: 176 lbs.

Ability: Early Bird—Allows Kangaskhan to wake up earlier when put to Sleep.

TM/HM

TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Comet Punch	—
TM03	Water Pulse	—	Leer	—
TM05	Roar	7	Bite	—
TM06	Toxic	13	Tail Whip	—
TM07	Heal	19	Fake Out	—
TM10	Hidden Power	25	Mega Punch	—
TM11	Sunny Day	31	Rage	—
TM13	Ice Beam	37	Endure	—
TM14	Blizzard	43	Dizzy Punch	—
TM15	Hyper Beam	49	Reversal	—
TM17	Protect	—	—	—
TM18	Rain Dance	—	—	—
TM21	Frustration	—	—	—
TM22	Solarbeam	—	—	—
TM23	Iron Tail	—	—	—
TM24	Thunderbolt	—	—	—
TM25	Thunder	—	—	—
TM26	Earthquake	—	—	—
TM27	Return	—	—	—
TM28	Dig	—	—	—
TM30	Shadow Ball	—	—	—
TM31	Brick Break	—	—	—
TM32	Double Team	—	—	—
TM34	Shock Wave	—	—	—
TM35	Flamethrower	—	—	—
TM37	Sandstorm	—	—	—
TM38	Fire Blast	—	—	—
TM39	Rock Tomb	—	—	—
TM40	Aerial Ace	—	—	—
TM42	Facade	—	—	—
TM43	Secret Power	—	—	—
TM44	Rest	—	—	—
TM45	Attract	—	—	—
TM46	Thief	—	—	—
HM01	Cut	—	—	—
HM03	Surf	—	—	—
HM04	Strength	—	—	—
HM06	Rock Smash	—	—	—

Location(s)

Rarity: Rare

Safari Zone

Rarity: Rare

Safari Zone

Evolution(s)

Does not evolve

Move Tutor

Attack

Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide



## TM6: Horsea™

WATER



Height: 1'04"  
Weight: 18 lbs.  
Ability: Swift Swim—Increases Horsea's Speed when it's Raining.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	8	Bubble
TM06	Toxic	—	8	Smokescreen
TM07	Hail	—	15	Leer
TM10	Hidden Power	—	22	Water Gun
TM13	Ice Beam	—	29	Twister
TM14	Blizzard	—	36	Agility
TM17	Protect	—	43	Hydro Pump
TM18	Rain Dance	—	50	Dragon Dance

### Location(s)

**Rarity: Common**  
Cerulean City Route 4 Route 10  
Route 12 Route 13 Route 19  
Route 20 Route 21 Route 24  
Vermilion City

**Rarity: Common**  
Cerulean City Route 4 Route 10  
Route 12 Route 13 Route 19  
Route 20 Route 21 Route 24  
Vermilion City

### Evolutions



## TM8: Goldeen™

WATER



Height: 2'00"  
Weight: 33 lbs.  
Abilities: Swift Swim—Doubles Goldeen's Speed when it's raining.  
Water Veil—Prevents Goldeen from being burned.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	—	Peck
TM06	Toxic	—	—	Tail Whip
TM07	Hail	—	—	Water Sport
TM10	Hidden Power	—	10	Supersonic
TM13	Ice Beam	—	15	Horn Attack
TM14	Blizzard	—	24	Flail
TM17	Protect	—	29	Fury Attack
TM18	Rain Dance	—	38	Waterfall
TM21	Frustration	—	43	Horn Drill
TM27	Return	—	52	Agility
TM32	Double Team	—	57	Megahorn
TM42	Facade	—	—	—
TM43	Secret Power	—	—	—
TM44	Rest	—	—	—
TM45	Attract	—	—	—
HM03	Surf	—	—	—
HM07	Waterfall	—	—	—
HM08	Dive	—	—	—

### Location(s)

**Rarity: Common**  
Route 6 Route 22  
Route 23 Route 25  
Viridian City Two Island  
Three Island Four Island  
Six Island Safari Zone  
Fuchsia City Cerulean Cave

**Rarity: Common**  
Route 6 Route 22  
Route 23 Route 25  
Viridian City Two Island  
Three Island Four Island  
Six Island Safari Zone  
Fuchsia City Cerulean Cave

**Move Tutor Attack**  
Double-Edge  
Mimic  
Substitute

### Evolutions



## TM7: Seadra™

WATER



Height: 3'11"  
Weight: 55 lbs.  
Ability: Poison Point—The opponent has a 30% chance of being Poisoned if Seadra is directly hit.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	8	Bubble
TM06	Toxic	—	8	Smokescreen
TM07	Hail	—	15	Leer
TM10	Hidden Power	—	22	Water Gun
TM13	Ice Beam	—	29	Twister
TM14	Blizzard	—	40	Agility
TM15	Hyper Beam	—	51	Hydro Pump
TM17	Protect	—	62	Dragon Dance
TM18	Rain Dance	—	—	—

### Location(s)

**Rarity: Evolve**  
Evolve Horsea

**Rarity: Rare**  
One Island Three Island  
Five Island Six Island  
Seven Island Route 19  
Route 20 Route 21  
Evolve Horsea

### Evolutions



## TM9: Seaking™

WATER



Height: 4'03"  
Weight: 86 lbs.  
Abilities: Swift Swim—Increases Seaking's Speed when it's raining.  
Water Veil—Protects Seaking from being burned.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	—	Peck
TM06	Toxic	—	—	Tail Whip
TM07	Hail	—	—	Water Sport
TM10	Hidden Power	—	—	Supersonic
TM13	Ice Beam	—	15	Horn Attack
TM14	Blizzard	—	24	Flail
TM15	Hyper Beam	—	29	Fury Attack
TM17	Protect	—	41	Waterfall
TM18	Rain Dance	—	49	Horn Drill
TM21	Frustration	—	61	Agility
TM27	Return	—	69	Megahorn
TM32	Double Team	—	—	—
TM42	Facade	—	—	—
TM43	Secret Power	—	—	—
TM44	Rest	—	—	—
TM45	Attract	—	—	—
HM03	Surf	—	—	—
HM07	Waterfall	—	—	—
HM08	Dive	—	—	—

### Location(s)

**Rarity: Common**  
Three Island Safari Zone  
Fuchsia City Evolve Goldeen

**Rarity: Common**  
Three Island Safari Zone  
Fuchsia City Evolve Goldeen

**Move Tutor Attack**  
Double-Edge  
Mimic  
Substitute

### Evolutions



### 120: Staryu™

WATER



Height: 207"  
Weight: 76 lbs.  
Abilities: Illuminate—When Staryu is in the first slot, the chances of running into a Wild Pokémon increase.  
Natural Cure—When Staryu gets switched out, whatever status condition it had is cured.

#### Location(s)

Rarity: Common

One Island  
Pallet Town  
Five Island  
Vermilion City (Fish)

Rarity: None

Trade from Ruby, Sapphire, or LeafGreen

#### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Tackle
TM06	Toxic	—	Harden
TM07	Hail	8	Water Gun
TM10	Hidden Power	10	Rapid Spin
TM13	Ice Beam	15	Recover
TM14	Blizzard	19	Camouflage
TM16	Light Screen	24	Swift
TM17	Protect	28	Bubblebeam
TM18	Rain Dance	33	Minimize
TM21	Frustration	37	Light Screen
TM24	Thunderbolt	42	Cosmic Power
TM25	Thunder	46	Hydro Pump
TM27	Return		
TM29	Psychic		
TM32	Double Team		Double-Edge
TM33	Reflect		Mimic
TM42	Facade		Substitute
TM43	Secret Power		Thunder Wave
TM44	Rest		
HM03	Surf		
HM05	Flash		
HM07	Waterfall		
HM08	Dive		

#### Move Tutor

Attack

Double-Edge

Mimic

Substitute

Thunder Wave

### 122: Mr. Mime™

PSYCHIC



Height: 403"  
Weight: 120 lbs.  
Ability: Soundproof—Protects Mr. Mime from being hit by Grasshistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar.

#### Location(s)

Rarity: Only One

Trade for Abra in House on Route 2

Rarity: Only One

Trade for Abra in House on Route 2

#### Evolutions

Does not evolve

TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Barrier
TM06	Calm Mind	5	Confusion
TM06	Toxic	8	Substitute
TM10	Hidden Power	12	Meditate
TM11	Sunny Day	15	Doublelap
TM12	Taunt	19	Light Screen
TM15	Hyper Beam	19	Reflect
TM16	Light Screen	22	Magical Leaf
TM17	Protect	26	Encore
TM18	Rain Dance	29	Psybeam
TM20	Safeguard	33	Recycle
TM21	Frustration	36	Trick
TM22	Solarbeam	40	Role Play
TM24	Thunderbolt	43	Psychic
TM25	Thunder	47	Baton Pass
TM27	Return	50	Safeguard
TM29	Psychic		
TM30	Shadow Ball		Move Tutor
TM31	Brick Break		Attack
TM32	Double Team		Body Slam
TM33	Reflect		Double-Edge
TM34	Shock Wave		Mega Punch
TM41	Torment		Mega Kick
TM42	Facade		Metronome
TM43	Secret Power		Mimic
TM44	Rest		Substitute
TM45	Attract		Counter
TM46	Thief		Seismic Toss
TM48	Skill Swap		Dream Eater
TM49	Snatch		Thunder Wave
HM05	Flash		

### 121: Starmie™

WATER

PSYCHIC



Height: 307"  
Weight: 176 lbs.  
Abilities: Illuminate—When Starmie is in the first slot, the chances of running into a Wild Pokémon increase.  
Natural Cure—When Starmie gets switched out, whatever status condition it had is cured.

#### Location(s)

Rarity: Evolve

Evolve Staryu

Rarity: None

Trade from Ruby, Sapphire, or LeafGreen  
Evolve Staryu

#### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Water Gun
TM06	Toxic	—	Rapid Spin
TM07	Hail	—	Recover
TM10	Hidden Power	—	Swift
TM13	Ice Beam	33	Confuse Ray
TM14	Blizzard		
TM15	Hyper Beam		
TM16	Light Screen		Double-Edge
TM17	Protect		Mimic
TM18	Rain Dance		Substitute
TM21	Frustration		Dream Eater
TM24	Thunderbolt		Thunder Wave
TM25	Thunder		
TM27	Return		
TM29	Psychic		
TM32	Double Team		
TM33	Reflect		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM48	Skill Swap		
HM03	Surf		
HM05	Flash		
HM07	Waterfall		
HM08	Dive		

#### Move Tutor

Attack

Double-Edge

Mimic

Substitute

Dream Eater

Thunder Wave

### 123: Scyther™

BUG

Flying



Height: 411"  
Weight: 123 lbs.  
Ability: Swarm—When HPs are low, the ability multiplies Scyther's Bug-type moves by 1.5.

#### Location(s)

Rarity: None

Trade from FireRed

Rarity: Rare

Salon Zone

#### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Quick Attack
TM10	Hidden Power	—	Leer
TM11	Sunny Day	8	Focus Energy
TM15	Hyper Beam	11	Pursuit
TM17	Protect	16	False Swipe
TM18	Rain Dance	21	Agility
TM21	Frustration	26	Wing Attack
TM27	Return	31	Slash
TM32	Double Team	36	Swords Dance
TM40	Aerial Ace	41	Double Team
TM42	Facade	46	Fury Cutter
TM43	Secret Power		
TM44	Rest		
TM45	Attract		Move Tutor
TM46	Thief		Attack
TM47	Steel Wing		Double-Edge
HM01	Cut		Mimic
HM06	Rock Smash		Substitute
			Swords Dance
			Counter

## 124: Jynx™

ICE PSYCHIC



Height: 4'07"  
Weight: 90 lbs.  
Ability: Oblivious—Prevents Jynx from being Attracted.

### Location(s)

Rarity: Only One

Trade for Poliwhirl at Cerulean City

Rarity: Only One

Trade for Poliwhirl at Cerulean City

### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Pound
TM03	Water Pulse	—	Lick
TM04	Calm Mind	9	Lovely Kiss
TM06	Toxic	13	Powder Snow
TM07	Hail	21	DoubleSlap
TM10	Hidden Power	25	Ice Punch
TM12	Taunt	35	Mean Look
TM13	Ice Beam	41	Fake Tears
TM14	Blizzard	51	Body Slam
TM15	Hyper Beam	57	Perish Song
TM16	Light Screen	67	Blizzard
TM17	Protect	—	—
TM18	Rain Dance	—	—
TM21	Frustration	—	—
TM27	Return	—	Body Slam
TM29	Psychic	—	Double-Edge
TM30	Shadow Ball	—	Mega Punch
TM31	Brick Break	—	Mega Kick
TM32	Double Team	—	Metronome
TM33	Reflect	—	Mimic
TM41	Torment	—	Substitute
TM42	Facade	—	Counter
TM43	Secret Power	—	Seismic Toss
TM44	Rest	—	Dream Eater
TM45	Attract	—	—
TM46	Thief	—	—
TM48	Skill Swap	—	—
HM05	Flash	—	—

### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater

## 126: Magmar™

FIRE



Height: 4'03"  
Weight: 98 lbs.  
Ability: Flame Body—If Magmar is struck directly, the opponent has a 30% chance of being Burned.

### Location(s)

Rarity: Rare

One Island

Rarity: None

Trade from LeafGreen

### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Ember
TM06	Toxic	—	Leer
TM10	Hidden Power	—	Smog
TM11	Sunny Day	—	Fire Punch
TM15	Hyper Beam	25	Smokescreen
TM17	Protect	33	Sunny Day
TM21	Frustration	41	Flamethrower
TM23	Iron Tail	49	Confuse Ray
TM27	Return	57	Fire Blast
TM29	Psychic	—	—
TM31	Brick Break	—	—
TM32	Double Team	—	—
TM35	Flamethrower	—	Body Slam
TM38	Fire Blast	—	Double-Edge
TM42	Facade	—	Mega Punch
TM43	Secret Power	—	Mega Kick
TM44	Rest	—	Mimic
TM45	Attract	—	Substitute
TM46	Thief	—	Counter
HM04	Strength	—	Seismic Toss
HM06	Rock Smash	—	—

### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

## 125: Electabuzz™

ELECTRIC



Height: 3'07"  
Weight: 66 lbs.  
Ability: Static—An opponent has a 30% chance of being Paralyzed when it directly strikes Electabuzz.

### Location(s)

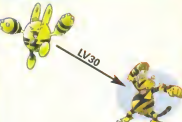
Rarity: None

Trade from FireRed

Rarity: Rare

Power Plant

### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Quick Attack
TM06	Toxic	—	Leer
TM10	Hidden Power	—	Thunderpunch
TM15	Hyper Beam	17	Light Screen
TM16	Light Screen	25	Swift
TM17	Protect	36	Scream
TM18	Rain Dance	47	Thunderbolt
TM21	Frustration	58	Thunder
TM23	Iron Tail	—	—
TM24	Thunderbolt	—	—
TM25	Thunder	—	—
TM27	Return	—	Body Slam
TM29	Psychic	—	Double-Edge
TM31	Brick Break	—	Mega Punch
TM32	Double Team	—	Mega Kick
TM34	Shock Wave	—	Mimic
TM42	Facade	—	Substitute
TM43	Secret Power	—	Counter
TM44	Rest	—	Seismic Toss
TM45	Attract	—	Thunder Wave
TM46	Thief	—	—
HM04	Strength	—	—
HM05	Flash	—	—
HM06	Rock Smash	—	—

### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

## 127: Pinsir™

BUG



Height: 4'11"  
Weight: 421 lbs.  
Ability: Hyper Cutter—Pinsir's Attack Power cannot be decreased.

### Location(s)

Rarity: Rare

Safari Zone

Rarity: None

Trade from LeafGreen

### Evolutions

Does not evolve

TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Vicegrip
TM06	Toxic	—	Focus Energy
TM08	Bulk Up	7	Bind
TM10	Hidden Power	13	Seismic Toss
TM11	Sunny Day	19	Harden
TM15	Hyper Beam	25	Revenge
TM17	Protect	31	Brick Break
TM18	Rain Dance	37	Gullotine
TM21	Frustration	43	Submission
TM26	Earthquake	49	Swords Dance
TM27	Return	—	—
TM28	Dig	—	—
TM31	Brick Break	—	Body Slam
TM32	Double Team	—	Double-Edge
TM39	Rock Tomb	—	Mimic
TM42	Facade	—	Substitute
TM43	Secret Power	—	Swords Dance
TM44	Rest	—	Seismic Toss
TM45	Attract	—	Rock Slide
TM46	Thief	—	—
HM01	Cut	—	—
HM04	Strength	—	—
HM06	Rock Smash	—	—

### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Seismic Toss
Rock Slide

### 128: Tauros™

NORMAL



Height: 4'07"  
 Weight: 195 lbs.  
 Ability: Intimidate—An opponent's Attack decreases when Tauros is summoned into battle.

#### Location(s)

Rarity: Rare

Safari Zone

Rarity: Rare

Safari Zone

#### Evolutions

Does not evolve

TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Tackle
TM06	Toxic	—	Tail Whip
TM10	Hidden Power	4	Rage
TM11	Sunny Day	8	Horn Attack
TM13	Ice Beam	13	Scary Face
TM14	Blizzard	19	Pursuit
TM15	Hyper Beam	26	Swagger
TM17	Protect	34	Rest
TM18	Rain Dance	43	Thrash
TM21	Frustration	53	Take Down

#### Move Tutor

##### Attack

TM23	Iron Tail	Body Slam
TM24	Thunderbolt	Double-Edge
TM25	Thunder	Mimic
TM26	Earthquake	Substitute
TM27	Return	
TM32	Double Team	
TM34	Shock Wave	
TM35	Flamethrower	
TM37	Sandstorm	
TM38	Fire Blast	
TM39	Rock Tomb	
TM42	Facade	
TM43	Secret Power	
TM44	Rest	
TM45	Attract	
HM03	Surf	
HM04	Strength	
HM05	Rock Smash	

### 130: Gyarados™

WATER

FLYING



Height: 21'04"  
 Weight: 518 lbs.  
 Ability: Intimidate—When Gyarados enters battle, the opponent's Attack lowers.

#### Location(s)

Rarity: Common

All Fishing Holes (Super Rod)

Evolve Magikarp

Rarity: Common

All Fishing Holes (Super Rod)

Evolve Magikarp

#### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Thrash
TM05	Roar	20	Bite
TM06	Toxic	25	Dragon Rage
TM07	Hail	30	Leer
TM10	Hidden Power	35	Twister
TM12	Taunt	40	Hydro Pump
TM13	Ice Beam	45	Rain Dance
TM14	Blizzard	50	Dragon Dance
TM15	Hyper Beam	55	Hyper Beam
TM17	Protect		
TM18	Rain Dance		
TM21	Frustration		
TM24	Thunderbolt		
TM25	Thunder		
TM26	Earthquake		
TM27	Return		
TM32	Double Team		
TM35	Flamethrower		
TM37	Sandstorm		
TM38	Fire Blast		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM03	Surf		
HM04	Strength		
HM06	Rock Smash		
HM07	Waterfall		
HM08	Dive		

#### Move Tutor

##### Attack

Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

### 129: Magikarp™

WATER



Height: 2'11"  
 Weight: 22 lbs.  
 Ability: Swift Swim—Increases Magikarp's Speed when it's Raining.

#### Location(s)

Rarity: Common

All Fishing Holes

Rarity: Common

All Fishing Holes

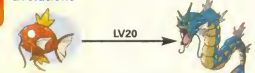
TM/HM#	Name	Attacks Level	Attack
None		—	Splash
		15	Tackle
		30	Flail

#### Move Tutor

##### Attack

None

#### Evolutions



### 131: Lapras™

WATER

ICE



Height: 9'02"  
 Weight: 485 lbs.  
 Abilities: Water Absorb—Lapras gets 1/4 HPs back when a Water-type attack hits it.  
 Shell Armor—Protects Lapras from being struck by a critical hit.

#### Location(s)

Rarity: Rare

Siph Co. Four Island

Rarity: Rare

Siph Co. Four Island

#### Evolutions

Does not evolve

TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Water Gun
TM05	Roar	—	Growl
TM06	Toxic	—	Sing
TM07	Hail	7	Mist
TM10	Hidden Power	13	Body Slam
TM13	Ice Beam	19	Confuse Ray
TM14	Blizzard	25	Ferocious Song
TM15	Hyper Beam	31	Ice Beam
TM17	Protect	37	Rain Dance
TM18	Rain Dance	43	Safeguard
TM20	Safeguard	49	Hydro Pump
TM21	Frustration	55	Sheer Cold
TM23	Safeguard		
TM24	Thunderbolt		
TM25	Thunder		
TM27	Return		
TM29	Psychic		
TM32	Double Team		
TM34	Shock Wave		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM03	Surf		
HM04	Strength		
HM06	Rock Smash		
HM07	Waterfall		
HM08	Dive		

#### Move Tutor

##### Attack

Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

## 132: Ditto™

NORMAL



Height: 1'00"  
Weight: 9 lbs.  
Ability: Limber—Protects Ditto from being Paralyzed.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
None	—	—	Transform	—	—

Move Tutor  
Attack  
None

### Location(s)

Rarity: Common  
Cerulean Cave  
Route 13  
Pokémon Mansion  
Route 14

Evolutions  
Does not evolve

Rarity: Common  
Cerulean Cave  
Route 13  
Pokémon Mansion  
Route 14

## 133: Eevee™

NORMAL



Height: 1'00"  
Weight: 14.3 lbs.  
Ability: Run Away—Allows Eevee to escape from any Wild Pokémon.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06	—	—	Tackle	—	—
TM10	—	—	Tail Whip	—	—
TM11	—	—	Helping Hand	—	—
TM17	—	—	Sand-Attack	—	—
TM18	—	—	Growl	—	—
TM21	—	—	Quick Attack	—	—
TM23	—	—	Bite	—	—
TM27	—	—	Baton Pass	—	—
TM28	—	—	Take Down	—	—

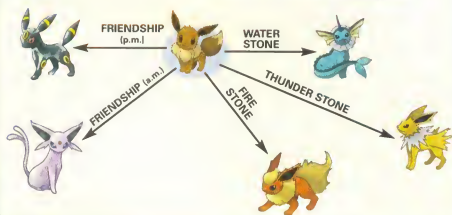
Move Tutor  
Attack  
Mimic  
Substitute

### Location(s)

Rarity: Only One  
Cerulean Mansion Top Floor

Rarity: Only One  
Cerulean Mansion Top Floor

### Evolutions



## 134: Vaporeon™

WATER



Height: 3'03"  
Weight: 64 lbs.  
Ability: Water Absorb—When hit by Water-type attacks, Vaporeon gets 1/4 HPs back.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM02	—	—	Tackle	—	—
TM05	—	—	Tail Whip	—	—
TM06	—	—	Helping Hand	—	—
TM07	—	—	Sand-Attack	—	—
TM10	—	—	Water Gun	—	—
TM11	—	—	Quick Attack	—	—
TM13	—	—	Bite	—	—
TM14	—	—	Aurora Beam	—	—
TM15	—	—	Haze	—	—
TM17	—	—	Acid Armor	—	—
TM18	—	—	Hydro Pump	—	—

### Location(s)

Rarity: Evolve  
Evolve Eevee

Rarity: Evolve  
Evolve Eevee

### Evolutions



Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute

## 135: Jolteon™

ELECTRIC



Height: 2'07"  
Weight: 57 lbs.  
Ability: Volt Absorb—When struck by an Electric-type attack, Jolteon recovers 1/4 HPs back.

TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM05	—	—	Tackle	—	—
TM06	—	—	Tail Whip	—	—
TM10	—	—	Helping Hand	—	—
TM11	—	—	Sand-Attack	—	—
TM15	—	—	Thunderbolt	—	—
TM17	—	—	Quick Attack	—	—
TM18	—	—	Double Kick	—	—
TM21	—	—	Pin Missile	—	—
TM23	—	—	Thunder Wave	—	—
TM25	—	—	Agility	—	—
TM27	—	—	Thunder	—	—

### Location(s)

Rarity: Evolve  
Evolve Eevee

Rarity: Evolve  
Evolve Eevee

### Evolutions



Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Thunder Wave

### 136: Flareon™

FLAME



Height: 2'11"  
Weight: 55 lbs.  
Ability: Flash Fire—If Flareon is hit directly, the opponent has a 30% chance of getting Burned.

#### Location(s)

Rarity: Evolve  
Evolve Eevee

Rarity: Evolve  
Evolve Eevee

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM05	Roar	—	—	Tackle
	TM06	Toxic	—	—	Tail Whip
	TM10	Hidden Power	—	—	Helping Hand
	TM11	Sunny Day	8	—	Sand-Attack
	TM15	Hyper Beam	18	—	Ember
	TM17	Protect	23	—	Quick Attack
	TM18	Rain Dance	30	—	Bite
	TM21	Frustration	36	—	Fire Spin
	TM23	Iron Tail	42	—	Smog
	TM27	Return	47	—	Leer
	TM28	Dig	52	—	Flamethrower
	TM30	Shadow Ball	—	—	—
	TM32	Double Team	—	—	—
	TM35	Flamethrower	—	—	—
	TM38	Fire Blast	—	—	—
	TM42	Fecade	—	—	—
	TM43	Secret Power	—	—	—
	TM45	Attract	—	—	—
	TM50	Overheat	—	—	—

#### Move Tutor

Attack	Level
Body Slam	—
Double-Edge	—
Mimic	—
Substitute	—

### 138: Omanyte™

ROCK WATER



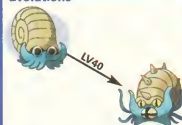
Height: 1'04"  
Weight: 17 lbs.  
Abilities: Swift Swim—Increases Omanyte's Speed when it's Raining.  
Shell Armor—Prevents Omanyte from receiving Critical Hits.

#### Location(s)

Rarity: Only One  
Revive from Helix Fossil

Rarity: Only One  
Revive from Helix Fossil

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM03	Water Pulse	—	—	Withdraw
	TM06	Toxic	—	—	Constrict
	TM07	Heal	—	—	Bite
	TM10	Hidden Power	—	—	Water Gun
	TM13	Ice Beam	25	—	Mud Shot
	TM14	Blizzard	31	—	Leer
	TM17	Protect	37	—	Protect
	TM18	Rain Dance	43	—	Tickle
	TM21	Frustration	49	—	Ancientpower
	TM27	Return	55	—	Hydro Pump
	TM32	Double Team	—	—	—
	TM37	Sandstorm	—	—	—
	TM39	Rock Tomb	—	—	—
	TM42	Fecade	—	—	—
	TM43	Secret Power	—	—	—
	TM44	Rest	—	—	—
	TM45	Attract	—	—	—
	TM46	Thief	—	—	—
	HM03	Surf	—	—	—
	HM06	Rock Smash	—	—	—
	HM07	Waterfall	—	—	—
	HM08	Dive	—	—	—

#### Move Tutor

Attack	Level
Body Slam	—
Double-Edge	—
Mimic	—
Substitute	—
Rock Slide	—

### 137: Porygon™

NORMAL



Height: 2'07"  
Weight: 80 lbs.  
Ability: Trace—Allows Porygon to copy the opponents Ability.

#### Location(s)

Rarity: Common  
Game Corner: 6,500 Coins

Rarity: Common  
Game Corner: 9,999 Coins

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM06	Toxic	—	—	Tackle
	TM10	Hidden Power	—	—	Conversion
	TM11	Sunny Day	—	—	Conversion 2
	TM13	Ice Beam	9	—	Agility
	TM14	Blizzard	12	—	Paybeam
	TM15	Hyper Beam	20	—	Recover
	TM17	Protect	24	—	Sharpen
	TM18	Rain Dance	32	—	Lock-on
	TM21	Frustration	36	—	Tri Attack
	TM22	Solarbeam	44	—	Recycle
	TM23	Iron Tail	48	—	Zap Cannon
	TM24	Thunderbolt	—	—	—
	TM25	Thunder	—	—	—
	TM27	Return	—	—	—
	TM29	Psychic	—	—	—
	TM30	Shadow Ball	—	—	—
	TM32	Double Team	—	—	—
	TM34	Shock Wave	—	—	—
	TM40	Aerial Ace	—	—	—
	TM42	Fecade	—	—	—
	TM43	Secret Power	—	—	—
	TM44	Rest	—	—	—
	TM46	Thief	—	—	—
	HM05	Flash	—	—	—

#### Move Tutor

Attack	Level
Double-Edge	—
Mimic	—
Substitute	—
Thunder Wave	—
Dream Eater	—

### 139: Omastar™

ROCK WATER



Height: 3'03"  
Weight: 77 lbs.  
Abilities: Swift Swim—Increases Omastar's Speed when it's Raining.  
Shell Armor—Prevents Omastar from receiving Critical Hits.

#### Location(s)

Rarity: Evolve  
Evolve Omanyte

Rarity: Evolve  
Evolve Omanyte

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
	TM03	Water Pulse	—	—	Withdraw
	TM06	Toxic	—	—	Constrict
	TM07	Heal	—	—	Bite
	TM10	Hidden Power	—	—	Water Gun
	TM13	Ice Beam	40	—	Spike Cannon
	TM14	Blizzard	46	—	Tickle
	TM15	Hyper Beam	55	—	Ancientpower
	TM17	Protect	55	—	Hydro Pump
	TM18	Rain Dance	—	—	—
	TM21	Frustration	—	—	—
	TM27	Return	—	—	—
	TM32	Double Team	—	—	—
	TM37	Sandstorm	—	—	—
	TM39	Rock Tomb	—	—	—
	TM42	Fecade	—	—	—
	TM43	Secret Power	—	—	—
	TM44	Rest	—	—	—
	TM45	Attract	—	—	—
	TM46	Thief	—	—	—
	HM03	Surf	—	—	—
	HM06	Rock Smash	—	—	—
	HM07	Waterfall	—	—	—
	HM08	Dive	—	—	—

#### Move Tutor

Attack	Level
Body Slam	—
Double-Edge	—
Mimic	—
Substitute	—
Seismic Toss	—
Rock Slide	—

## 140: Kabuto™

ROCK WATER



Height: 1'08"  
Weight: 25 lbs.  
Abilities: Swift Swim—Increases Kabuto's Speed when it's Raining.  
Bottle Armor—Prevents Kabuto from receiving Critical Hits.

### Location(s)

Rarity: Only One  
Revive from Dome Fossil

Rarity: Only One  
Revive from Dome Fossil

### Evolutions



TM/HM	Name	Attacks Level	Attack
TM03	Water Pulse	—	Scratch
TM06	Toxic	—	Harden
TM07	Heal	13	Absorb
TM10	Hidden Power	19	Leer
TM13	Ice Beam	25	Mud Shot
TM14	Blizzard	31	Sand-Attack
TM17	Protect	37	Endure
TM18	Rain Dance	43	Metal Sound
TM19	Giga Drain	49	Mega Drain
TM21	Frustration	55	Ancientpower
TM27	Return		
TM28	Dig		
TM32	Double Team		
TM37	Sandstorm		
TM39	Rock Tomb		
TM40	Aerial Ace		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Theft		
HM03	Surf		
HM06	Rock Smash		
HM07	Waterfall		

### Move Tutor

#### Attack

Body Slam	Double-Edge	Mimic	Substitute	Rock Slide
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## 142: Aerodactyl™

ROCK FLYING



Height: 5'11"  
Weight: 130 lbs.  
Abilities: Pressure—When an opponent damages Aerodactyl, it uses 2 PP's for that move.  
Rock Head—Aerodactyl doesn't take Recoil damage.

### Location(s)

Rarity: Only One  
In Piece of Old Amber (on Cinnabar Island)

Rarity: Only One  
In Piece of Old Amber (on Cinnabar Island)

### Evolutions

Does not evolve

TM/HM	Name	Attacks Level	Attack
TM02	Dragon Claw	—	Wing Attack
TM05	Roar	8	Agility
TM06	Toxic	15	Bite
TM10	Hidden Power	22	Supersonic
TM11	Sunny Day	29	Ancientpower
TM12	Teunt	36	Scary Face
TM15	Hyper Beam	43	Take Down
TM17	Protect	50	Hyper Beam
TM18	Rain Dance		
TM21	Frustration		
TM23	Iron Tail		
TM26	Earthquake		
TM27	Return		
TM32	Double Team		
TM35	Flamethrower		
TM37	Sandstorm		
TM38	Fire Blast		
TM39	Rock Tomb		
TM40	Aerial Ace		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Theft		
TM47	Steal Wing		
HM02	Fly		
HM04	Strength		
HM06	Rock Smash		

### Move Tutor

#### Attack

Double-Edge	Mimic	Substitute	Rock Slide
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## 147: Kabutops™

ROCK WATER



Height: 4'03"  
Weight: 89 lbs.  
Abilities: Swift Swim—Increases Kabutops's Speed when it's Raining.  
Bottle Armor—Prevents Kabutops from receiving Critical Hits.

### Location(s)

Rarity: Evolve  
Evolve Kabuto

Rarity: Evolve  
Evolve Kabuto

### Evolutions



TM/HM	Name	Attacks Level	Attack
TM03	Water Pulse	—	Fury Cutter
TM06	Toxic	—	Scratch
TM07	Heal	—	Harden
TM10	Hidden Power	—	Absorb
TM13	Ice Beam	40	Leer
TM14	Blizzard	46	Metal Sound
TM15	Hyper Beam	55	Mega Drain
TM17	Protect	65	Ancientpower
TM18	Rain Dance		
TM19	Giga Drain		
TM21	Frustration		
TM27	Return		
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM37	Sandstorm		
TM39	Rock Tomb		
TM40	Aerial Ace		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Theft		
HM01	Cut		
HM03	Surf		
HM06	Rock Smash		
HM07	Waterfall		
HM08	Dive		

### Move Tutor

#### Attack

Body Slam	Double-Edge	Mega Kick	Mimic	Substitute	Swords Dance	Systemic Toss	Rock Slide
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## 143: Snorlax™

NORMAL



Height: 6'11"  
Weight: 1014 lbs.  
Abilities: Immunity—Prevents Snorlax from being Poisoned.  
Thick Fat—Fire-type and Ice-type attacks are half the damage on Snorlax.

### Location(s)

Rarity: Rare  
Route 16 Route 17

Rarity: Rare  
Route 16 Route 17

### Evolutions

Does not evolve

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Tackle
TM03	Water Pulse	6	Amnesia
TM06	Toxic	9	Defense Curl
TM10	Hidden Power	13	Belly Drum
TM11	Sunny Day	17	Headbutt
TM13	Ice Beam	21	Yawn
TM14	Blizzard	25	Rest
TM15	Hyper Beam	29	Snore
TM17	Protect	33	Body Slam
TM18	Rain Dance	37	Sleep Talk
TM21	Frustration	41	Block
TM22	Solarbeam	45	Covet
TM24	Thunderbolt	49	Rollout
TM25	Thunder	53	Hyper Beam
TM26	Earthquake		
TM27	Return		
TM29	Psychic		
TM30	Shadow Ball		
TM31	Brick Break		
TM32	Double Team		
TM34	Shock Wave		
TM35	Flamethrower		
TM37	Sandstorm		
TM38	Fire Blast		
TM39	Rock Tomb		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM03	Surf		
HM04	Strength		

### Move Tutor

#### Attack

Body Slam	Double-Edge	Mega Punch	Mega Kick	Metronome	Mimic	Substitute	Counter	Seismic Toss	Rock Slide
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### 144: Articuno™

ICE FLYING



Height: 5'07"  
 Weight: 122 lbs.  
 Ability: Pressure—Opponent uses 2 PP's for damage inflicted against Articuno.

#### Location(s)

Rarity: Only One  
 Seafoam Islands

Rarity: Only One  
 Seafoam Islands

Evolutions  
 Does not evolve

TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	—	Gust
TM05	Roar	—	—	Powder Snow
TM06	Toxic	13	13	Mist
TM07	Heal	25	25	Agility
TM10	Hidden Power	37	37	Mind Reader
TM11	Sunny Day	49	49	Ice Beam
TM13	Ice Beam	61	61	Reflect
TM14	Blizzard	73	73	Blizzard
TM15	Hyper Beam	85	85	Sheer Cold
TM17	Protect			
TM18	Rain Dance			
TM21	Frustration			
TM27	Return			
TM32	Double Team			
TM33	Reflect			
TM37	Sandstorm			
TM40	Aerial Ace			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM47	Steel Wing			
HM02	Fly			
HM06	Rock Smash			

Move Tutor  
 Attack  
 Double-Edge  
 Mimic  
 Substitute

### 146: Moltres™

FIRE FLYING



Height: 6'07"  
 Weight: 132 lbs.  
 Ability: Pressure—Opponent uses 2 PP's for damage inflicted against Moltres.

#### Location(s)

Rarity: Only One  
 One Island

Rarity: Only One  
 One Island

Evolutions  
 Does not evolve

TM/HM#	Name	Attacks	Level	Attack
TM05	Roar	—	—	Wrap
TM06	Toxic	—	—	Ember
TM10	Hidden Power	13	13	Fire Spin
TM11	Sunny Day	25	25	Agility
TM15	Hyper Beam	37	37	Endure
TM17	Protect	49	49	Flamethrower
TM18	Rain Dance	61	61	Safeguard
TM20	Safeguard	73	73	Heat Wave
TM21	Frustration	85	85	Sky Attack
TM27	Return			
TM32	Double Team			
TM35	Flamethrower			
TM37	Sandstorm			
TM38	Fire Blast			
TM40	Aerial Ace			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM47	Steel Wing			
TM50	Overheat			
HM02	Fly			
HM06	Rock Smash			

Move Tutor  
 Attack  
 Double-Edge  
 Mimic  
 Substitute

### 145: Zapdos™

ELECTRIC FLYING



Height: 5'03"  
 Weight: 116 lbs.  
 Ability: Pressure—Opponent uses 2 PP's for damage inflicted against Zapdos.

#### Location(s)

Rarity: Only One  
 Power Plant

Rarity: Only One  
 Power Plant

Evolutions  
 Does not evolve

TM/HM#	Name	Attacks	Level	Attack
TM05	Roar	—	—	Thunder Shock
TM06	Toxic	—	—	Peck
TM10	Hidden Power	13	13	Thunder Wave
TM11	Sunny Day	25	25	Agility
TM15	Hyper Beam	37	37	Detect
TM16	Light Screen	49	49	Drill Peck
TM17	Protect	61	61	Charge
TM18	Rain Dance	73	73	Light Screen
TM21	Frustration	85	85	Thunder
TM24	Thunderbolt			
TM25	Thunder			
TM27	Return			
TM32	Double Team			
TM34	Shock Wave			
TM37	Sandstorm			
TM40	Aerial Ace			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM47	Steel Wing			
HM02	Fly			
HM05	Flash			
HM06	Rock Smash			

Move Tutor  
 Attack  
 Double-Edge  
 Mimic  
 Substitute  
 Thunder Wave

### 147: Dratini™

DRAGON



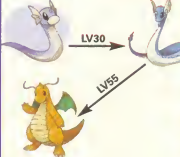
Height: 5'11"  
 Weight: 7 lbs.  
 Ability: Shed Skin—Status effects only last one turn on Dratini. Has a 30% chance of success.

#### Location(s)

Rarity: Rare  
 Safari Zone (Super Rod)

Rarity: Rare  
 Safari Zone (Super Rod)

#### Evolutions



TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	—	Wrap
TM06	Toxic	—	—	Leer
TM07	Heal	8	8	Thunder Wave
TM10	Hidden Power	15	15	Twister
TM11	Sunny Day	22	22	Dragon Rage
TM13	Ice Beam	29	29	Slam
TM14	Blizzard	36	36	Agility
TM15	Hyper Beam	43	43	Safeguard
TM17	Protect	50	50	Outrage
TM18	Rain Dance	57	57	Hyper Beam
TM20	Safeguard			
TM21	Frustration			
TM23	Iron Tail			
TM24	Thunderbolt			
TM25	Thunder			
TM27	Return			
TM32	Double Team			
TM34	Shock Wave			
TM35	Flamethrower			
TM38	Fire Blast			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM03	Surf			
HM07	Waterfall			

Move Tutor  
 Attack  
 Body Slam  
 Double-Edge  
 Mimic  
 Substitute  
 Thunder Wave

# 148: Dragonair™

DRAGON



Height: 13'01"  
Weight: 36 lbs.  
Ability: Shed Skin—Status effects only last one turn on Dragonair. Has a 30% chance of working.

## Location(s)

Rarity: Rare  
Safari Zone

Rarity: Rare  
Safari Zone

## Evolutions



TM/HM	TM/HM#	Name
TM03	Water Pulse	
TM06	Toxic	
TM07	Hail	
TM10	Hidden Power	
TM11	Sunny Day	38
TM13	Ice Beam	47
TM14	Blizzard	56
TM15	Hyper Beam	65
TM17	Protect	
TM18	Rain Dance	
TM20	Safeguard	
TM21	Frustration	
TM23	Iron Tail	
TM24	Thunderbolt	
TM25	Thunder	
TM27	Return	
TM32	Double Team	
TM34	Shock Wave	
TM35	Flamethrower	
TM38	Fire Blast	
TM42	Facade	
TM43	Secret Power	
TM44	Rest	
TM45	Attract	
HM03	Surf	
HM07	Waterfall	

## Attacks

Level	Attack
—	Wrap
—	Leer
—	Thunder Wave
—	Twister
38	Agility
47	Safeguard
56	Outrage
65	Hyper Beam

## Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

# 149: Dragonite™

DRAGON FLYING



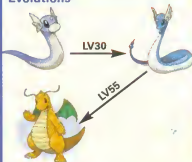
Height: 7'03"  
Weight: 463 lbs.  
Ability: Inner Focus—Prevents Dragonite from Flinching.

## Location(s)

Rarity: Evolve  
Evolve Dragonair

Rarity: Evolve  
Evolve Dragonair

## Evolutions



TM/HM	TM/HM#	Name
TM01	Focus Punch	
TM02	Dragon Claw	
TM03	Water Pulse	
TM05	Roar	
TM06	Toxic	55
TM07	Hail	61
TM10	Hidden Power	75
TM11	Sunny Day	
TM13	Ice Beam	
TM14	Blizzard	
TM15	Hyper Beam	
TM17	Protect	
TM18	Rain Dance	
TM20	Safeguard	
TM21	Frustration	
TM23	Iron Tail	
TM24	Thunderbolt	
TM25	Thunder	
TM26	Earthquake	
TM27	Return	
TM31	Brick Break	
TM32	Double Team	
TM34	Shock Wave	
TM35	Flamethrower	
TM37	Sandstorm	
TM38	Fire Blast	
TM39	Rock Tomb	
TM40	Aerial Ace	
TM42	Facade	
TM43	Secret Power	
TM44	Rest	
TM45	Attract	
TM47	Steel Wing	
HM01	Cut	
HM02	Fly	
HM03	Surf	
HM04	Strength	
HM06	Rock Smash	
HM07	Waterfall	
HM08	Dive	

## Attacks

Level	Attack
—	Wrap
—	Leer
—	Thunder Wave
—	Twister
55	Wing Attack
61	Outrage
75	Hyper Beam

## Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

# Pokedex

# 150: Mewtwo™

PSYCHIC



Height: 6'07"  
Weight: 269 lbs.  
Ability: Pressure—Opponent uses 2 PPs for damage inflicted against Mewtwo.

## Location(s)

Rarity: Only One  
Unknown Dungeon

Rarity: Only One  
Unknown Dungeon

## Evolutions

Does not evolve

## TM/HM

TM/HM#	Name
TM07	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM48	Skill Swap
TM49	Snatch
HM04	Strength
HM05	Flash
HM06	Rock Smash

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower

Attacks	Level	Attack
—	—	Confusion
—	—	Disable
11	11	Barrier
22	22	Mist
33	33	Swift
44	44	Recover
55	55	Safeguard
66	66	Psychic
77	77	Psych Up
88	88	Future Sight
99	99	Amnesia

## Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Dream Eater
Thunder Wave



# 151: Mew™



This Pokémon is not available in the United States.



# 152: Chikorita™

GRASS



Height: 2'11"

Weight: 14 lbs.

Ability: Overgrow—When Chikorita's HPs are very low, its Grass-type attacks are multiplied by 1.5.

Location(s)

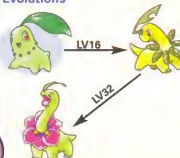
Rarity: None

Trade Bayleef or Meganium from Colosseum, then Breed

Rarity: None

Trade Bayleef or Meganium from Colosseum, then Breed

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Growl
8	Razor Leaf
12	Reflect
15	Poisonpowder
22	Synthesis
29	Body Slam
36	Light Screen
43	Safeguard
50	Solarbeam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter

# 153: Bayleef™

GRASS



Height: 3'11"

Weight: 35 lbs.

Ability: Overgrow—When Bayleef's HPs are very low, its Grass-type attacks are multiplied by 1.5.

Location(s)

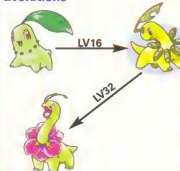
Rarity: None

Trade from Colosseum  
Evolve Chikorita

Rarity: None

Trade from Colosseum  
Evolve Chikorita

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Growl
—	Razor Leaf
—	Reflect
—	Poison Powder
23	Synthesis
31	Body Slam
38	Light Screen
47	Safeguard
55	Solarbeam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter

## 154: Meganium™

GRASS



Height: 5'11"  
Weight: 222 lbs.  
Ability: Overgrow—When Meganium's HPs are very low, its Grass-type attacks are multiplied by 1.5.

### Location(s)

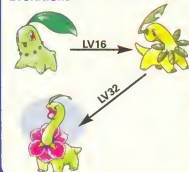
Rarity: None

Trade from Colosseum  
Evolve Bayleef

Rarity: None

Trade from Colosseum  
Evolve Bayleef

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06		Toxic	—	—	Teckle
TM09		Bullet Seed	—	—	Growl
TM10		Hidden Power	—	—	Razor Leaf
TM15		Sunny Day	—	—	Reflect
TM16		Hyper Beam	41	—	Light Screen
TM17		Protect	51	—	Safeguard
TM19		Giga Drain	61	—	Solarbeam
TM20		Safeguard			
TM21		Frustration			
TM22		Solarbeam			
TM23		Iron Tail			
TM26		Earthquake			
TM27		Return			
TM32		Double Team			
TM33		Reflect			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
HM01		Cut			
HM04		Strength			
HM05		Flash			
HM06		Rock Smash			

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

Swords Dance

Counter

## 156: Quilava™

FIRE



Height: 2'11"  
Weight: 42 lbs.  
Ability: Blaze—When Quilava's HPs are very low, its Fire-type attacks are multiplied by 1.5.

### Location(s)

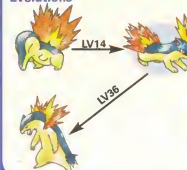
Rarity: None

Trade from Colosseum  
Evolve Cyndaquil

Rarity: None

Trade from Colosseum  
Evolve Cyndaquil

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01		Focus Punch	—	—	Tackle
TM05		Roar	—	—	Leer
TM06		Toxic	—	—	Smokescreen
TM10		Hidden Power	21	—	Quick Attack
TM11		Sunny Day	31	—	Flame Wheel
TM17		Protect	42	—	Swift
TM21		Frustration	54	—	Flamethrower
TM27		Return			
TM28		Dig			
TM31		Brick Break			
TM32		Double Team			
TM35		Flamethrower			
TM38		Fire Blast			
TM40		Aerial Ace			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
TM50		Overheat			
HM01		Cut			
HM04		Strength			
HM06		Rock Smash			

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

## 155: Cyndaquil™

FIRE



Height: 1'08"  
Weight: 17 lbs.  
Ability: Blaze—When Cyndaquil's HPs are very low, its Fire-type attacks are multiplied by 1.5.

### Location(s)

Rarity: None

Trade Quilava or Typhlosion from  
Colosseum, then Breed

Rarity: None

Trade Quilava or Typhlosion from  
Colosseum, then Breed

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06		Toxic	—	—	Teckle
TM10		Sunny Day	—	—	Leer
TM11		Hidden Power	6	—	Smokescreen
TM17		Protect	12	—	Ember
TM21		Frustration	19	—	Quick Attack
TM27		Return	27	—	Flame Wheel
TM28		Dig	46	—	Flamethrower
TM32		Double Team			
TM35		Flamethrower			
TM38		Fire Blast			
TM40		Aerial Ace			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
TM50		Overheat			
HM01		Cut			

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

## 157: Typhlosion™

FIRE



Height: 5'07"  
Weight: 175 lbs.  
Ability: Blaze—When Typhlosion's HPs are very low, its Fire-type attacks are multiplied by 1.5.

### Location(s)

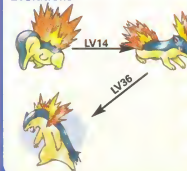
Rarity: None

Trade from Colosseum  
Evolve Quilava

Rarity: None

Trade from Colosseum  
Evolve Quilava

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01		Focus Punch	—	—	Tackle
TM05		Roar	—	—	Leer
TM06		Toxic	—	—	Smokescreen
TM10		Hidden Power	—	—	Ember
TM11		Sunny Day	45	—	Swift
TM15		Hyper Beam	60	—	Flamethrower
TM17		Protect			
TM21		Frustration			
TM28		Earthquake			
TM27		Return			
TM28		Dig			
TM31		Brick Break			
TM32		Double Team			
TM35		Flamethrower			
TM38		Fire Blast			
TM40		Aerial Ace			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
TM50		Overheat			
HM01		Cut			
HM04		Strength			
HM06		Rock Smash			

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mega Punch

Mega Kick

Mimic

Substitute

Counter

Seismic Toss

Rock Slide

### 158: Totodile™

WATER



Height: 2'00"  
Weight: 21 lbs.

Ability: Torrent—When Totodile's HPs are very low, its Water-type attacks are multiplied by 1.5.

#### Location(s)

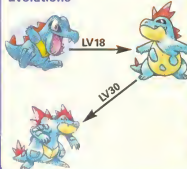
Rarity: None

Trade Croconaw or Feraligatr from Colosseum, then Breed

Rarity: None

Trade Croconaw or Feraligatr from Colosseum, then Breed

#### Evolutions



#### TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM07	Waterfall
HM08	Dive

#### Attacks

Level	Attack
—	Scratch
—	Leer
7	Rage
13	Water Gun
20	Bite
27	Scary Face
35	Slash
43	Screech
52	Hydro Pump

#### Move Tutor

##### Attack

Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

### 160: Feraligatr™

WATER



Height: 7'07"  
Weight: 196 lbs.

Ability: Torrent—When Feraligatr's HPs are very low, its Water-type attacks are multiplied by 1.5.

#### Location(s)

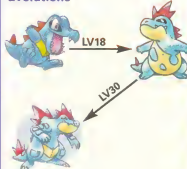
Rarity: None

Trade from Colosseum  
Evolve Croconaw

Rarity: None

Trade from Colosseum  
Evolve Croconaw

#### Evolutions



#### TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

#### Attacks

Level	Attack
—	Scratch
—	Leer
—	Rage
—	Water Gun
38	Slash
47	Screech
58	Hydro Pump

#### Move Tutor

##### Attack

Body Slam
Double-Edge
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

### 159: Croconaw™

WATER



Height: 3'07"  
Weight: 55 lbs.

Ability: Torrent—When Croconaw's HPs are very low, its Water-type attacks are multiplied by 1.5.

#### Location(s)

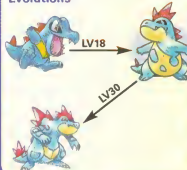
Rarity: None

Trade from Colosseum  
Evolve Totodile

Rarity: None

Trade from Colosseum  
Evolve Totodile

#### Evolutions



#### TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

#### Attacks

Level	Attack
—	Scratch
—	Leer
—	Rage
21	Bite
28	Scary Face
37	Slash
45	Screech
55	Hydro Pump

#### Move Tutor

##### Attack

Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

### 161: Sentret™

NORMAL



Height: 2'07"  
Weight: 13 lbs.

Abilities: Run Away—Allows Sentret to escape from Wild Pokémon.  
Keen Eye—Protects Sentret from having its Accuracy lowered.

#### Location(s)

Rarity: None

Five Island

Rarity: None

Five Island

#### Evolutions



#### TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf

#### Attacks

Level	Attack
—	Scratch
—	Defense Curl
4	Quick Attack
12	Fury Swipes
17	Helping Hand
24	Slam
31	Follow Me
40	Rest
49	Amnesia

#### Move Tutor

##### Attack

Body Slam
Double-Edge
Mimic
Substitute

## 162: Furret™

NORMAL



Height: 5'11"  
Weight: 72 lbs.  
Abilities: Run Away—Allows Furret to escape from Wild Pokémon.  
Keen Eye—Protects Furret from having its Accuracy lowered.

TM/HM	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Scratch	
TM03	Water Pulse	—	Defense Curl	
TM06	Toxic	—	Quick Attack	
TM10	Hidden Power	19	Helping Hand	
TM11	Sunny Day	28	Slam	
TM13	Ice Beam	37	Follow Me	
TM14	Blizzard	48	Rest	
TM15	Hyper Beam	59	Amnesia	

### Move Tutor

### Attack

Body Slam
Double-Edge
Mimic
Substitute

### Location(s)

Rarity: Evolve  
Trade from Colosseum  
Evolve Sentret

Rarity: Evolve  
Trade from Colosseum  
Evolve Sentret

### Evolutions



## 164: Noctowl™

NORMAL

FLYING



Height: 5'03"  
Weight: 90 lbs.  
Abilities: Insomnia—Prevents Noctowl from being put to Sleep.  
Keen Eye—Protects Noctowl from having its Accuracy lowered.

TM/HM	Name	Attacks	Level	Attack
TM06	Toxic	—	Tackle	
TM10	Hidden Power	—	Growl	
TM11	Sunny Day	—	Foresight	
TM15	Hyper Beam	—	Peck	
TM17	Protect	25	Reflect	
TM18	Rain Dance	33	Take Down	
TM21	Frustration	41	Confusion	
TM27	Return	57	Dream Eater	

### Location(s)

Rarity: None  
Trade from Colosseum  
Evolve Hoothoot

Rarity: None  
Trade from Colosseum  
Evolve Hoothoot

### Evolutions



### Move Tutor

### Attack

Double-Edge
Mimic
Substitute
Dream Eater

## 165: Ledyba™

BUG

FLYING



Height: 3'03"  
Weight: 24 lbs.  
Abilities: Early Bird—Allows Ledyba to wake up earlier when put to Sleep.  
Swarm—When Ledyba's HPs are low, its Bug-type moves are multiplied by 1.5.

TM/HM	Name	Attacks	Level	Attack
TM01	Focus Punch	—	Tackle	
TM06	Toxic	8	Supersonic	
TM10	Hidden Power	15	Comet Punch	
TM11	Sunny Day	22	Light Screen	
TM16	Light Screen	22	Reflect	
TM17	Protect	22	Safeguard	
TM19	Giga Drain	29	Baton Pass	
TM20	Safeguard	36	Swift	
TM21	Frustration	43	Agility	
TM22	Solarbeam	50	Double-Edge	

### Location(s)

Rarity: Rare  
Six Island

Rarity: Rare  
Six Island

### Evolutions



### Move Tutor

### Attack

Double-Edge
Mimic
Substitute
Swords Dance
Mega Punch

## 163: Hoothoot™

NORMAL

FLYING



Height: 2'94"  
Weight: 47 lbs.  
Abilities: Insomnia—Prevents Hoothoot from being put to Sleep.  
Keen Eye—Protects Hoothoot from having its Accuracy lowered.

TM/HM	Name	Attacks	Level	Attack
TM06	Toxic	—	Tackle	
TM10	Hidden Power	—	Growl	
TM11	Sunny Day	6	Foresight	
TM17	Protect	11	Peck	
TM18	Rain Dance	16	Hypnosis	
TM21	Frustration	22	Reflect	
TM27	Return	28	Take Down	
TM29	Psychic	34	Confusion	
TM30	Shadow Ball	48	Dream Eater	

### Move Tutor

### Attack

Double-Edge
Mimic
Substitute
Dream Eater

### Location(s)

Rarity: None  
Trade Noctowl from Colosseum, then Breed

Rarity: None  
Trade Noctowl from Colosseum, then Breed

### Evolutions



### 166: Ledian™

BUG FLYING



Height: 4'07"  
Weight: 79 lbs.  
Abilities: Early Bird—Allows Ledian to wake up earlier when put to Sleep.  
Swarm—When Ledian's HPs are low, its Bug-type moves are multiplied by 1.5.

#### Location(s)

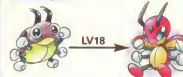
Rarity: Evolve

Trade from Colosseum  
Evolve Ledyba

Rarity: Evolve

Trade from Colosseum  
Evolve Ledyba

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Attack
	TM01	Focus Punch	Level	Tackle
	TM06	Toxic	—	Supersonic
	TM10	Hidden Power	24	Light Screen
	TM11	Sunny Day	24	Reflect
	TM15	Hyper Beam	24	Seal Guard
	TM16	Light Screen	33	Baton Pass
	TM17	Protect	42	Swift
	TM19	Giga Drain	51	Agility
	TM20	Seal Guard	60	Double-Edge

#### Move Tutor

##### Attack

TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

### 168: Ariados™

BUG POISON



Height: 3'07"  
Weight: 74 lbs.  
Abilities: Insomnia—Prevents Ariados from being put to Sleep.  
Swarm—When Ariados's HPs are low, its Bug-type moves are multiplied by 1.5.

#### Location(s)

Rarity: Evolve

Trade from Colosseum  
Evolve Spinarak

Rarity: Evolve

Trade from Colosseum  
Evolve Spinarak

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Attack
	TM06	Toxic	Level	Poison Sting
	TM10	Hidden Power	—	String Shot
	TM11	Sunny Day	—	Scary Face
	TM15	Hyper Beam	—	Constrict
	TM17	Protect	25	Leech Life
	TM19	Giga Drain	34	Fury Swipes
	TM21	Frustration	43	Spider Web
	TM22	Solarbeam	53	Agility
	TM27	Return	63	Psychic

#### Move Tutor

##### Attack

TM23	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flesh

### 167: Spinarak™

BUG POISON



Height: 1'08"  
Weight: 19 lbs.  
Abilities: Insomnia—Prevents Spinarak from being put to Sleep.  
Swarm—When Spinarak's HPs are low, its Bug-type moves are multiplied by 1.5.

#### Location(s)

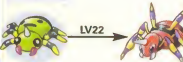
Rarity: Rare

Six Island

Rarity: Rare

Six Island

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Attack
	TM06	Toxic	Level	Poison Sting
	TM10	Hidden Power	—	String Shot
	TM11	Sunny Day	6	Scary Face
	TM17	Protect	11	Constrict
	TM19	Giga Drain	17	Night Shade
	TM21	Frustration	23	Leech Life
	TM22	Solarbeam	30	Fury Swipes
	TM27	Return	37	Spider Web
	TM28	Dig	45	Agility
	TM29	Psychic	53	Psychic

#### Move Tutor

##### Attack

TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

### 169: Crobat™

POISON FLYING



Height: 5'11"  
Weight: 165 lbs.  
Ability: Inner Focus—Prevents Crobat from Flinching.

#### Location(s)

Rarity: Evolve

Evolve Golbat with Friendship

Rarity: Evolve

Evolve Golbat with Friendship

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Attack
	TM06	Toxic	Level	Leech Life
	TM10	Hidden Power	—	Screech
	TM11	Sunny Day	—	Supersonic
	TM12	Taunt	—	Astonish
	TM15	Hyper Beam	28	Confuse Ray
	TM17	Protect	35	Air Cutter
	TM18	Rain Dance	42	Mean Look
	TM19	Giga Drain	49	Poison Fang
	TM21	Frustration	56	Haze

#### Move Tutor

##### Attack

TM30	Shadow Ball
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
TM49	Snatch
HM02	Fly

# 170: Chinchou™

ELECTRIC WATER



Height: 1'08"  
Weight: 26 lbs.  
Abilities: Volt Absorb—Chinchou's HPs are restored every time he is struck by an Electric-type attack.  
Illuminate—When Chinchou is in the first slot, the chances of running into a Wild Pokémon increase.

## Location(s)

Rarity: None  
Trade From Ruby or Sapphire

Rarity: None  
Trade From Ruby or Sapphire

## Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Bubble	
TM06	Toxic	—	Thunder Wave	
TM07	Hail	5	Supersonic	
TM10	Hidden Power	13	Flail	
TM13	Ice Beam	17	Water Gun	
TM14	Blizzard	25	Spark	
TM17	Protect	29	Confuse Ray	
TM18	Rain Dance	37	Take Down	
TM21	Frustration	41	Hydro Pump	
TM24	Thunderbolt	49	Charge	
TM25	Thunder			
TM27	Return			
TM32	Double Team			
TM34	Shock Wave			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM03	Surf			
HM05	Flash			
HM07	Waterfall			
HM08	Dive			

## Move Tutor

Double-Edge  
Mimic  
Substitute  
Thunder Wave

# 172: Pichu™

ELECTRIC



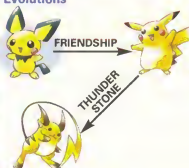
Height: 1'00"  
Weight: 4 lbs.  
Ability: Static—An opponent has a 30% chance of being Paralyzed if Pichu is directly hit.

## Location(s)

Rarity: Breed  
Breed Pichu

Rarity: Breed  
Breed Pichu

## Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Thunder Shock	
TM10	Hidden Power	—	Charm	
TM16	Light Screen	6	Tail Whip	
TM17	Protect	8	Thunder Wave	
TM18	Rain Dance	11	Sweet Kiss	
TM21	Frustration			
TM23	Iron Tail			
TM24	Thunderbolt			
TM25	Thunder			
TM27	Return			
TM32	Double Team			
TM34	Shock Wave			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM05	Flash			

## Move Tutor

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Mimic  
Substitute  
Counter  
Seismic Toss  
Thunder Wave

# 171: Lanturn™

ELECTRIC WATER



Height: 3'11"  
Weight: 50 lbs.  
Abilities: Volt Absorb—Lanturn's HPs are restored every time an Electric-type attack strikes it.  
Illuminate—When Lanturn is in the first slot, the chances of running into a Wild Pokémon increase.

## Location(s)

Rarity: None  
Trade From Ruby or Sapphire  
Evolve Chinchou

Rarity: None  
Trade From Ruby or Sapphire  
Evolve Chinchou

## Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Thunder Wave	
TM06	Toxic	—	Supersonic	
TM07	Hail	—	Bubble	
TM10	Hidden Power	13	Flail	
TM13	Ice Beam	32	Confuse Ray	
TM14	Blizzard	43	Take Down	
TM15	Hyper Beam	50	Hydro Pump	
TM17	Protect	61	Charge	
TM18	Rain Dance			
TM21	Frustration			
TM24	Thunderbolt			
TM25	Thunder			
TM27	Return			
TM32	Double Team			
TM34	Shock Wave			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM03	Surf			
HM05	Flash			
HM07	Waterfall			
HM08	Dive			

## Move Tutor

Double-Edge  
Mimic  
Substitute  
Thunder Wave

# 173: Cleffa™

NORMAL



Height: 1'00"  
Weight: 7 lbs.  
Ability: Cute Charm—If an opponent physically strikes Cleffa, it has a 30% chance of becoming Attracted to it.

## Location(s)

Rarity: Breed  
Breed Cleffa

Rarity: Breed  
Breed Cleffa

## Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Pound	
TM06	Toxic	—	Charm	
TM10	Hidden Power	4	Encore	
TM11	Sunny Day	8	Sing	
TM16	Light Screen	13	Sweet Kiss	
TM17	Protect	17	Magical Leaf	
TM18	Rain Dance			
TM20	Safeguard			
TM21	Frustration			
TM22	Solarbeam			
TM23	Iron Tail			
TM27	Return			
TM28	Dig			
TM29	Psychic			
TM30	Shadow Ball			
TM32	Double Team			
TM33	Reflect			
TM34	Shock Wave			
TM35	Flamethrower			
TM38	Fire Blast			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM05	Flash			

## Move Tutor

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Metronome  
Substitute  
Counter  
Seismic Toss  
Dream Eater  
Thunder Wave  
Softboiled

### 174: Iggybuff™

NORMAL



Height: 1'00"  
Weight: 2 lbs.  
Ability: Cute Charm—If an opponent physically strikes Iggybuff, it has a 30% chance of becoming Attracted to it.

Location(s)

Rarity: Breed  
Breed Jigglypuff

Rarity: Breed  
Breed Jigglypuff

Evolutions



TM/HM	TM/HM#	Name	Attack Level	Attack
TM03	Water Pulse	—	Charm	
TM06	Toxic	—	Sing	
TM10	Hidden Power	4	Defense Curl	
TM11	Sunny Day	9	Pound	
TM16	Light Screen	14	Sweet Kiss	
TM17	Protect	—		
TM18	Rain Dance	—		
TM20	Safeguard	—		
TM21	Frustration	—	Body Slam	
TM22	Solarbeam	—	Double-Edge	
TM27	Return	—	Mega Punch	
TM28	Dig	—	Mega Kick	
TM29	Psychic	—	Mimic	
TM30	Shadow Ball	—	Substitute	
TM32	Double Team	—	Counter	
TM33	Reflect	—	Seismic Toss	
TM34	Shock Wave	—	Dream Eater	
TM35	Flamethrower	—	Thunder Wave	
TM38	Fire Blast	—		
TM42	Facade	—		
TM43	Secret Power	—		
TM44	Rest	—		
TM45	Attract	—		
HM05	Flash	—		

### 176: Togetic™

NORMAL FLYING



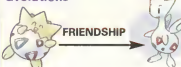
Height: 2'00"  
Weight: 7 lbs.  
Abilities: Serene Grace—Togetic's attacks that do extra effects save 2x the chance of occurring.  
Hustle—Multiplies Togetic's attacks to 1.5, but lowers its Accuracy to 80%.

Location(s)

Rarity: Evolve  
Trade from Colosseum  
Evolve Togepe

Rarity: Evolve  
Trade from Colosseum  
Evolve Togepe

Evolutions



TM/HM	TM/HM#	Name	Attack Level	Attack
TM01	Focus Punch	—	Magical Leaf	
TM03	Water Pulse	—	Growl	
TM06	Toxic	—	Charm	
TM10	Hidden Power	—	Metronome	
TM11	Sunny Day	—	Sweet Kiss	
TM15	Hyper Beam	13	Yawn	
TM16	Light Screen	17	Encore	
TM17	Protect	21	Ancientpower	
TM18	Rain Dance	25	Follow Me	
TM20	Safeguard	29	Wish	
TM21	Frustration	33	Safeguard	
TM22	Solarbeam	37	Double-Edge	
TM27	Return	41	Baton Pass	
TM29	Psychic	—	Move Tutor	
TM30	Shadow Ball	—	Attack	
TM31	Brick Break	—	Body Slam	
TM32	Double Team	—	Double-Edge	
TM33	Reflect	—	Mega Punch	
TM34	Shock Wave	—	Mega Kick	
TM35	Flamethrower	—	Mimic	
TM38	Fire Blast	—	Substitute	
TM40	Aerial Ace	—	Counter	
TM42	Facade	—	Seismic Toss	
TM43	Secret Power	—	Dream Eater	
TM44	Rest	—	Thunder Wave	
TM45	Attract	—	Thunder Wave	
TM47	Steel Wing	—	Thunder Wave	
HM02	Fly	—	Sootheled	
HM05	Flash	—		
HM06	Rock Smash	—		

### 175: Togepe™

NORMAL



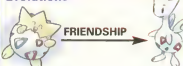
Height: 1'00"  
Weight: 3 lbs.  
Abilities: Serene Grace—Togepe's attacks that do more than one effect have 2x the chance of occurring.  
Hustle—Multiplies Togepe's attacks to 1.5, but lowers its Accuracy to 80%.

Location(s)

Rarity: Only One  
Five Island (Egg)

Rarity: Only One  
Five Island (Egg)

Evolutions



TM/HM		Attacks	
TM/HM#	Name	Level	Attack
TM03	Water Pulse	—	Growl
TM06	Toxic	—	Charm
TM10	Hidden Power	4	Metronome
TM11	Sunny Day	9	Sweet Kiss
TM16	Light Screen	13	Yawn
TM17	Protect	17	Encore
TM18	Rain Dance	21	Ancient Power
TM20	Safeguard	25	Follow Me
TM21	Frustration	29	Wish
TM22	Solarbeam	33	Safeguard
TM27	Return	37	Double-Edge
TM29	Psychic	41	Baton Pass
TM30	Shadow Ball		
TM32	Double Team		
TM33	Reflect		
TM34	Shock Wave		
TM35	Flamethrower		
TM38	Fire Blast		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
HM05	Flash		
HM06	Rock Smash		

Move Tutor
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave
Spoiled

### 177: Natu™

PSYCHIC FLYING



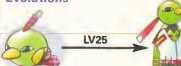
Height: 0'08"  
Weight: 4 lbs.  
Abilities: Synchronize—When Natu gets Poisoned, Burned, or Paralyzed, the opponent also gets the same condition.  
Early Bird—Allows Natu to wake up earlier when put to Sleep.

Location(s)

Rarity: Common  
Trade from Ruby, Sapphire, or Colosseum  
Six Island

Rarity: Common  
Trade from Ruby, Sapphire, or Colosseum  
Six Island

Evolutions



TM/HM	Name	Level	Attack
TM04	Calm Mind	—	Peck
TM06	Toxic	—	Leer
TM10	Hidden Power	10	Night Shade
TM11	Sunny Day	20	Teleport
TM16	Light Screen	30	Wish
TM17	Protect	30	Future Sight
TM18	Rain Dance	40	Confuse Ray
TM19	Giga Drain	50	Psychic
TM21	Frustration		
TM22	Solarbeam		
TM27	Return		
TM29	Psychic		
TM30	Shadow Ball		
TM32	Double Team		
TM33	Reflect		
TM40	Aerial Ace		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Thief		
TM47	Steel Wing		
TM48	Skill Swap		
HM05	Flash		

## 178: Kato™

PSYCHIC FLYING



Height: 4'11"  
Weight: 33 lbs.  
Abilities: Synchronize—When Kato gets Poisoned, Burned, or Paralyzed, the opponent also gets the same condition.  
Early Bird—Allows Kato to wake up earlier when put to Sleep.

### Location(s)

Rarity: Evolve

Trade from Ruby, Sapphire, or Colosseum  
Evolve Natu

Rarity: Evolve

Trade from Ruby, Sapphire, or Colosseum  
Evolve Natu

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM04		Calm Mind	—	Peck	
TM05		Toxic	—	Leer	
TM10		Hidden Power	10	Night Shade	
TM11		Sunny Day	20	Teleport	
TM15		Hyper Beam	35	Wish	
TM16		Light Screen	35	Future Sight	
TM17		Protect	50	Confuse Ray	
TM18		Rain Dance	65	Psychic	
TM19		Giga Drain			
TM21		Frustration			
TM22		Solarbeam			
TM27		Return			
TM29		Psychic			
TM30		Shadow Ball			
TM32		Double Team			
TM33		Reflect			
TM40		Aerial Ace			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
TM46		Thief			
TM47		Steel Wing			
TM48		Skill Swap			
HM02		Fly			
HM05		Flash			

### Move Tutor

Attack

Double-Edge

Mimic

Substitute

Dream Eater

Thunder Wave

## 180: Flaaffy™

ELECTRIC



Height: 2'07"  
Weight: 29 lbs.  
Ability: Static—An opponent has a 30% chance of being Paralyzed if Flaaffy is directly hit.

### Location(s)

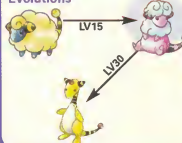
Rarity: Evolve

Trade from Colosseum  
Evolve Mareep

Rarity: Evolve

Trade from Colosseum  
Evolve Mareep

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01		Focus Punch	—	Tackle	
TM05		Toxic	—	Growl	
TM10		Hidden Power	—	Thundershock	
TM15		Light Screen	18	Thunder Wave	
TM17		Protect	27	Cotton Spore	
TM18		Rain Dance	36	Light Screen	
TM21		Frustration	45	Thunder	
TM23		Iron Tail			
TM24		Thunderbolt			
TM25		Thunder			
TM27		Return			
TM31		Brick Break			
TM32		Double Team			
TM34		Shock Wave			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
HM04		Strength			
HM05		Flash			
HM06		Rock Smash			

### Move Tutor

Attack

Body Slam

Double-Edge

Mega Punch

Mimic

Substitute

Counter

Seismic Toss

Thunder Wave

## 179: Mareep™

ELECTRIC



Height: 2'07"  
Weight: 17 lbs.  
Ability: Static—An opponent has a 30% chance of being Paralyzed if Mareep is directly hit.

### Location(s)

Rarity: Rare

Trade Flaaffy or Ampharos from Colosseum, then Breed

Rarity: Rare

Trade Flaaffy or Ampharos from Colosseum, then Breed

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM06		Toxic	—	Tackle	
TM10		Hidden Power	—	Growl	
TM16		Light Screen	9	Thundershock	
TM17		Protect	16	Thunder Wave	
TM18		Rain Dance	23	Cotton Spore	
TM21		Frustration	30	Light Screen	
TM23		Iron Tail	37	Thunder	
TM24		Thunderbolt			
TM25		Thunder			
TM27		Return			
TM32		Double Team			
TM34		Shock Wave			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
HM05		Flash			

### Move Tutor

Attack

Body Slam

Double-Edge

Mimic

Substitute

Thunder Wave

## 181: Ampharos™

ELECTRIC



Height: 4'07"  
Weight: 130 lbs.  
Ability: Static—An opponent has a 30% chance of being Paralyzed if Ampharos is directly hit.

### Location(s)

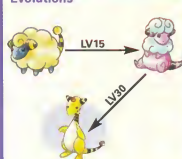
Rarity: Evolve

Evolve Flaaffy

Rarity: Evolve

Evolve Flaaffy

### Evolutions



TM/HM	TM/HM#	Name	Attacks	Level	Attack
TM01		Focus Punch	—	Tackle	
TM06		Toxic	—	Growl	
TM10		Hidden Power	—	Thundershock	
TM15		Hyper Beam	—	Thunder Wave	
TM16		Light Screen	30	Thunderpunch	
TM17		Protect	42	Light Screen	
TM18		Rain Dance	57	Thunder	
TM21		Frustration			
TM23		Iron Tail			
TM24		Thunderbolt			
TM25		Thunder			
TM27		Return			
TM31		Brick Break			
TM32		Double Team			
TM34		Shock Wave			
TM42		Facade			
TM43		Secret Power			
TM44		Rest			
TM45		Attract			
HM04		Strength			
HM05		Flash			
HM06		Rock Smash			

### Move Tutor

Attack

Body Slam

Double-Edge

Mega Punch

Mimic

Substitute

Counter

Seismic Toss

Thunder Wave

### 182: Bellossom™

GRASS



Height: 1'04"  
Weight: 13 lbs.  
Ability: Chlorophyll—Bellossom's Speed is doubled when the Sunlight is strong.

TM/HM	TM/HM#	Name
TM06	Toxic	— Absorb
TM09	Bullet Seed	— Sweet Scent
TM10	Hidden Power	— Stun Spora
TM11	Sunny Day	— Magical Leaf
TM15	Hyper Beam	44 Petal Dance
TM17	Protect	55 Solarbeam
TM19	Giga Drain	
TM20	Safeguard	
TM21	Frustration	
TM22	Solarbeam	
TM27	Return	
TM32	Double Team	
TM38	Sludge Bomb	
TM42	Facade	
TM43	Secret Power	
TM44	Rest	
TM45	Attract	
HM01	Cut	
HM05	Flash	

Attacks	Level	Attack
—	—	Absorb
—	—	Sweet Scent
—	—	Stun Spora
—	—	Magical Leaf
—	—	Petal Dance
—	—	Solarbeam

Move Tutor  
Attack

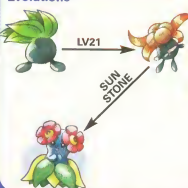
Double-Edge	Mimic	Substitute	Swords Dance
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Location(s)

Rarity: Evolve  
Trade from FireRed

Rarity: Evolve  
Evolve Gloom

Evolutions



### 183: Marill™

WATER



Height: 1'04"  
Weight: 19 lbs.  
Abilities: Thick Fat—When Marill gets attacked by Fire-type or Ice-type attacks, the damage is reduced by half.  
Huge Power—Increases the power of Marill's Attack, but power reduces when the Ability changes.

TM/HM	TM/HM#	Name
TM01	Focus Punch	— Tackle
TM03	Water Pulse	— Defense Curl
TM06	Toxic	6 Tail Whip
TM07	Hail	10 Water Gun
TM10	Hidden Power	15 Rollout
TM13	Ice Beam	21 Bubblebeam
TM14	Blizzard	28 Double-Edge
TM17	Protect	36 Rain Dance
TM18	Rain Dance	45 Hydro Pump
TM21	Frustration	
TM23	Iron Tail	
TM27	Return	
TM28	Dig	
TM31	Brick Break	
TM32	Double Team	
TM42	Facade	
TM43	Secret Power	
TM44	Rest	
TM45	Attract	
HM03	Surf	
HM04	Strength	
HM06	Rock Smash	
HM07	Waterfall	
HM08	Dive	

Attacks	Level	Attack
—	—	Tackle
—	—	Defense Curl
—	—	Tail Whip
—	—	Water Gun
—	—	Rollout
—	—	Bubblebeam
—	—	Double-Edge
—	—	Rain Dance
—	—	Hydro Pump

Move Tutor  
Attack

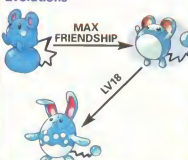
Body Slam	Double-Edge	Mega Punch	Mega Kick	Mimic	Substitute	Seismic Toss
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Location(s)

Rarity: Common  
Four Island Six Island Evolve Azurill  
Trade from Ruby/Sapphire

Rarity: None  
Trade from LeafGreen Evolve Azurill  
Trade from Ruby/Sapphire

Evolutions



### 184: Azumarill™

WATER



Height: 2'07"  
Weight: 63 lbs.  
Abilities: Thick Fat—When Azumarill is attacked by Fire-type or Ice-type attacks, the damage reduces by half.  
Huge Power—Increases the power of Azumarill's Attack, but power reduces when the Ability changes.

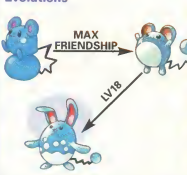
TM/HM	TM/HM#	Name
TM01	Focus Punch	— Tackle
TM03	Water Pulse	— Defense Curl
TM06	Toxic	— Tail Whip
TM07	Hail	— Water Gun
TM13	Hidden Power	— Rollout
TM14	Blizzard	24 Bubblebeam
TM15	Hyper Beam	34 Double-Edge
TM17	Protect	45 Rain Dance
TM18	Rain Dance	57 Hydro Pump
TM21	Frustration	
TM23	Iron Tail	
TM27	Return	
TM28	Dig	
TM31	Brick Break	
TM32	Double Team	
TM42	Facade	
TM43	Secret Power	
TM44	Rest	
TM45	Attract	
HM03	Surf	
HM04	Strength	
HM06	Rock Smash	
HM07	Waterfall	
HM08	Dive	

Location(s)

Rarity: Evolve  
Evolve Marill  
Trade from Ruby/Sapphire

Rarity: None  
Trade from LeafGreen  
Trade from Ruby/Sapphire

Evolutions



### 185: Sudowoodo™

ROCK



Height: 3'11"  
Weight: 84 lbs.  
Abilities: Rock Head—Prevents Sudowoodo from receiving recoil damage.  
Sturdy—Prevents Sudowoodo from receiving a one hit KO.

TM/HM	TM/HM#	Name
TM01	Focus Punch	— Rock Throw
TM04	Calm Mind	— Mimic
TM06	Toxic	9 Flail
TM10	Hidden Power	17 Low Kick
TM11	Sunny Day	25 Rock Slide
TM12	Taunt	33 Block
TM17	Protect	41 Faint Attack
TM21	Frustration	49 Slam
TM26	Earthquake	57 Double-Edge
TM27	Return	
TM28	Dig	
TM31	Brick Break	
TM32	Double Team	
TM37	Sandstorm	
TM39	Rock Tomb	
TM42	Facade	
TM43	Secret Power	
TM44	Rest	
TM45	Attract	
TM46	Thief	
HM04	Strength	
HM06	Rock Smash	

Location(s)

Rarity: None  
Trade from Colosseum

Rarity: None  
Trade from Colosseum

Evolutions

Does not evolve

Attacks	Level	Attack
—	—	Rock Throw
—	—	Mimic
—	—	Flail
—	—	Low Kick
—	—	Rock Slide
—	—	Block
—	—	Faint Attack
—	—	Slam
—	—	Double-Edge

Move Tutor  
Attack

Body Slam	Double-Edge	Explosion	Mega Punch	Mega Kick	Mimic	Substitute	Counter	Seismic Toss	Rock Slide
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## 186: Poliwhirl™

WATER



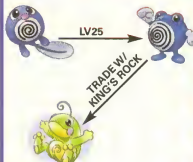
Height: 3'07"  
Weight: 75 lbs.  
Abilities: Damp—No one can use Selfdestruct or Explosion while Poliwhirl is in battle.  
Water Absorb—Poliwhirl gets 1/4 HPs back when a Water-type attack hits it.

### Location(s)

Rarity: Evolve  
Evolve Poliwhirl

Rarity: Evolve  
Evolve Poliwhirl

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Water Gun	
TM03	Water Pulse	—	Hypnosis	
TM06	Toxic	—	Double-Edge	
TM07	Hail	35	Perish Song	
TM10	Hidden Power	51	Swagger	
TM13	Ice Beam			
TM14	Blizzard			
TM15	Hyper Beam			
TM17	Protect			
TM18	Rein Dance			
TM21	Frustration			
TM26	Earthquake			
TM27	Return			
TM28	Dig			
TM29	Psychic			
TM31	Brick Break			
TM32	Double Team			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
HM03	Surf			
HM04	Strength			
HM06	Rock Smash			
HM07	Waterfall			
HM08	Dive			

Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Matronome  
Mimic  
Substitute  
Counter  
Seismic Toss

## 188: Skiploom™

GRASS FLYING



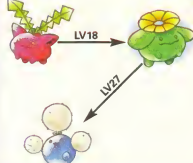
Height: 2'00"  
Weight: 2 lbs.  
Ability: Chlorophyll—When the Sunlight is strong, Skiploom's Speed doubles.

### Location(s)

Rarity: Evolve  
Trade from Colosseum  
Evolve Hoppip

Rarity: Evolve  
Trade from Colosseum  
Evolve Hoppip

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Splash	
TM09	Bullet Seed	—	Synthesis	
TM10	Hidden Power	—	Tail Whip	
TM11	Sunny Day	—	Tackle	
TM17	Protect	22	Leech Seed	
TM19	Giga Drain	29	Cotton Spore	
TM21	Frustration	36	Mega Drain	
TM22	Solarbeam			
TM27	Return			
TM32	Double Team			
TM40	Aerial Ace			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM05	Flash			

Move Tutor  
Attack  
Double-Edge  
Mimic  
Substitute  
Swords Dance

## 187: Hoppip™

GRASS FLYING



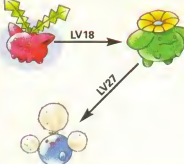
Height: 1'04"  
Weight: 1 lb.  
Ability: Chlorophyll—When the Sunlight is strong, Hoppip's Speed doubles.

### Location(s)

Rarity: Common  
Five Island

Rarity: Common  
Five Island

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Splash	
TM09	Bullet Seed	5	Synthesis	
TM10	Hidden Power	5	Tail Whip	
TM11	Sunny Day	10	Tackle	
TM17	Protect	13	Poisonpowder	
TM19	Giga Drain	15	Stun Spore	
TM21	Frustration	17	Sleep Powder	
TM22	Solarbeam	20	Leech Seed	
TM27	Return	25	Cotton Spore	
TM32	Double Team	30	Mega Drain	
TM40	Aerial Ace			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM05	Flash			

Move Tutor  
Attack  
Double-Edge  
Mimic  
Substitute  
Swords Dance

## 189: Jumpluff™

GRASS FLYING



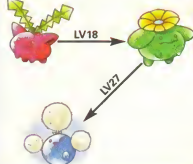
Height: 2'07"  
Weight: 7 lbs.  
Ability: Chlorophyll—When the Sunlight is strong, Jumpluff's Speed doubles.

### Location(s)

Rarity: Evolve  
Evolve Skiploom

Rarity: Evolve  
Evolve Skiploom

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Splash	
TM09	Bullet Seed	—	Synthesis	
TM10	Hidden Power	—	Tail Whip	
TM11	Sunny Day	—	Tackle	
TM15	Hyper Beam	33	Cotton Spore	
TM17	Protect	44	Mega Drain	
TM19	Giga Drain			
TM21	Frustration			
TM22	Solarbeam			
TM27	Return			
TM32	Double Team			
TM40	Aerial Ace			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM05	Flash			

Move Tutor  
Attack  
Double-Edge  
Mimic  
Substitute  
Swords Dance

### 190: Aipom™

NORMAL



Height: 2'07"  
 Weight: 25 lbs.  
 Abilities: Run Away—Allows Aipom to escape from Wild Pokémon.  
 Pickup—Attaches items when walking; allows Aipom to take opponent's items during battle.

Location(s)

Rarity: Rare  
 Trade from Colosseum

Rarity: Rare  
 Trade from Colosseum

Evolutions  
 Does not evolve

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Scratch	
TM03	Water Pulse	—	Tail Whip	
TM06	Toxic	6	Sens-Attack	
TM10	Hidden Power	13	Astonish	
TM11	Sunny Day	18	Baton Pass	
TM12	Taunt	25	Tickle	
TM17	Protect	31	Fury Swipes	
TM18	Rain Dance	38	Swift	
TM21	Frustration	43	Screech	
TM22	Solarbeam	50	Agility	
TM23	Iron Tail			
TM24	Thunderbolt			
TM25	Thunder			
TM27	Return		Body Slam	
TM28	Dig		Double-Edge	
TM30	Shadow Ball		Mega Punch	
TM31	Brick Break		Mega Kick	
TM32	Double Team		Metronome	
TM34	Shock Wave		Mimic	
TM40	Aerial Ace		Substitute	
TM42	Facade		Counter	
TM43	Secret Power		Seismic Toss	
TM44	Rest		Dream Eater	
TM45	Attract		Thunder Wave	
TM46	Thief			
TM48	Snatch			
HM01	Cut			
HM04	Strength			
HM06	Rock Smash			

#### Move Tutor

#### Attack

Body Slam  
 Double-Edge  
 Mega Punch  
 Mega Kick  
 Metronome  
 Mimic  
 Substitute  
 Counter  
 Seismic Toss  
 Dream Eater  
 Thunder Wave

### 192: Sunflora™

GRASS



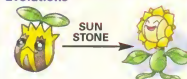
Height: 2'07"  
 Weight: 19 lbs.  
 Ability: Chlorophyll—Sunflora's Speed doubles when the Sunlight is strong.

Location(s)

Rarity: None  
 Trade from Colosseum  
 Evolve Sunkern

Rarity: None  
 Trade from Colosseum  
 Evolve Sunkern

Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Absorb	
TM09	Bullet Seed	—	Pound	
TM10	Hidden Power	6	Growth	
TM11	Sunny Day	13	Razor Leaf	
TM15	Hyper Beam	18	Ingrain	
TM16	Light Screen	25	Bullet Seed	
TM17	Protect	30	Sunny Day	
TM19	Giga Drain	37	Petal Dance	
TM20	Safeguard	42	Solarbeam	
TM21	Frustration			
TM22	Solarbeam			
TM27	Return			
TM32	Double Team			
TM36	Sludge Bomb			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM01	Cut			
HM05	Flash			

#### Move Tutor

#### Attack

Double-Edge  
 Mimic  
 Substitute  
 Swords Dance

### 191: Sunkern™

GRASS



Height: 1'00"  
 Weight: 4 lbs.  
 Ability: Chlorophyll—Sunkern's speed doubles when the Sunlight is strong.

Location(s)

Rarity: None  
 Trade Sunflora from Colosseum, then breed

Rarity: None  
 Trade Sunflora from Colosseum, then breed

Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Absorb	
TM09	Bullet Seed	6	Growth	
TM10	Hidden Power	13	Mega Drain	
TM11	Sunny Day	18	Ingrain	
TM16	Light Screen	25	Endeavor	
TM17	Protect	30	Sunny Day	
TM19	Giga Drain	37	Screech	
TM20	Safeguard	42	Giga Drain	
TM21	Frustration			
TM22	Solarbeam			
TM27	Return			
TM32	Double Team			
TM36	Sludge Bomb			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM01	Cut			
HM05	Flash			

#### Move Tutor

#### Attack

Double-Edge  
 Mimic  
 Substitute  
 Swords Dance

### 193: Yanma™

BUG

FLYING



Height: 3'11"  
 Weight: 84 lbs.  
 Abilities: Speed Boost—Yanma's Speed raises one level after each turn.  
 Compoundeyes—Yanma's Accuracy raises by 30%.

Location(s)

Rarity: Rare  
 Trade from Colosseum

Rarity: Rare  
 Trade from Colosseum

Evolutions

Does not evolve

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Tackle	
TM10	Hidden Power	6	Foresight	
TM11	Sunny Day	13	Quick Attack	
TM17	Protect	12	Double Team	
TM19	Giga Drain	17	Sonicboom	
TM21	Frustration	23	Hypnosis	
TM22	Solarbeam	28	Detect	
TM27	Return	45	Supersonic	
TM29	Psychic	34	Uprowl	
TM30	Shadow Ball	38	Wing Attack	
TM32	Double Team	50	Screech	
TM40	Aerial Ace			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Thief			
TM47	Steel Wing			
HM05	Flash			

#### Move Tutor

#### Attack

Double-Edge  
 Mimic  
 Substitute  
 Dream Eater

## 194: Wooper™

WATER GROUND



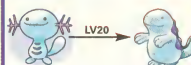
Height: 1'04"  
Weight: 19 lbs.  
Abilities: Damp—No one can use Selfdestruct or Explosion while Wooper is in battle.  
Water Absorb—Wooper gets 1/4 HPs back when a Water-type attack hits it.

### Location(s)

Rarity: None  
Trade from FireRed

Rarity: Common  
Six Island

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03	Water Pulse	—	Water Gun	
TM06	Toxic	—	Tail Whip	
TM07	Hail	11	Slam	
TM10	Hidden Power	16	Mud Shot	
TM13	Ice Beam	21	Amnesia	
TM14	Blizzard	31	Yawn	
TM17	Protect	36	Earthquake	
TM18	Rain Dance	41	Rain Dance	
TM21	Frustration	51	Mist	
TM23	Iron Tail	51	Haze	
TM26	Earthquake			
TM27	Return			
TM28	Dig			
TM32	Double Team		Body Slam	
TM36	Sludge Bomb		Double-Edge	
TM37	Sandstorm		Mimic	
TM42	Facade		Substitute	
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM03	Surf			
HM05	Flash			
HM06	Rock Smash			
HM07	Waterfall			
HM08	Dive			

Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute

## 196: Espeon™

PSYCHIC



Height: 2'11"  
Weight: 58 lbs.  
Ability: Synchronize—When Espeon is attacked with Poison, Paralyze, or Burn, the opponent receives the same.

### Location(s)

Rarity: Evolve  
Trade from Colosseum  
Evolve Eevee

Rarity: Evolve  
Trade from Colosseum  
Evolve Eevee

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM04	Calm Mind	—	Tackle	
TM06	Toxic	—	Tail Whip	
TM10	Hidden Power	—	Helping Hand	
TM11	Sunny Day	8	Sand-Attack	
TM15	Hyper Beam	18	Confusion	
TM16	Light Screen	23	Quick Attack	
TM17	Protect	30	Swift	
TM18	Rain Dance	36	Psybeam	
TM21	Frustration	42	Psych Up	
TM23	Iron Tail	47	Psychic	
TM27	Return	52	Morning Sun	
TM28	Dig			
TM29	Psychic			
TM30	Shadow Ball		Body Slam	
TM32	Double Team		Double-Edge	
TM33	Reflect		Mimic	
TM42	Facade		Substitute	
TM43	Secret Power		Dream Eater	
TM44	Rest			
TM45	Attract			
TM48	Skill Swap			
HM01	Cut			
HM05	Flash			

Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Dream Eater

## 195: Quagsire™

WATER GROUND



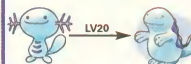
Height: 4'07"  
Weight: 165 lbs.  
Abilities: Damp—No one can use Selfdestruct or Explosion while Quagsire is in battle.  
Water Absorb—Quagsire gets 1/4 HPs back when a Water-type attack hits it.

### Location(s)

Rarity: None  
Trade from FireRed or Colosseum

Rarity: Evolve  
Trade from Colosseum  
Evolve Wooper

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Water Gun	
TM03	Water Pulse	—	Tail Whip	
TM06	Toxic	23	Amnesia	
TM07	Hail	35	Yawn	
TM10	Hidden Power	42	Earthquake	
TM13	Ice Beam	49	Rain Dance	
TM14	Blizzard	61	Mist	
TM15	Hyper Beam	61	Haze	
TM17	Protect			
TM18	Rain Dance			
TM21	Frustration			
TM23	Iron Tail		Body Slam	
TM26	Earthquake		Double-Edge	
TM27	Return		Mega Punch	
TM28	Dig		Mega Kick	
TM31	Brick Break		Mimic	
TM32	Double Team		Substitute	
TM36	Sludge Bomb		Counter	
TM37	Sandstorm		Solaric Toss	
TM39	Rock Tomb			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM03	Surf			
HM04	Strength			
HM05	Flash			
HM06	Rock Smash			
HM07	Waterfall			
HM08	Dive			

## 197: Umbreon™

DARK



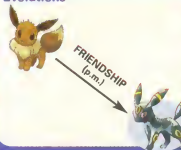
Height: 3'03"  
Weight: 60 lbs.  
Ability: Synchronize—When Umbreon is attacked with Poison, Paralyze, or Burn, the opponent receives the same.

### Location(s)

Rarity: Evolve  
Trade from Colosseum  
Evolve Eevee

Rarity: Evolve  
Trade from Colosseum  
Evolve Eevee

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06	Toxic	—	Tackle	
TM10	Hidden Power	—	Tail Whip	
TM11	Sunny Day	8	Helping Hand	
TM12	Taunt	8	Sand-Attack	
TM15	Hyper Beam	16	Pursuit	
TM17	Protect	23	Quick Attack	
TM18	Rain Dance	30	Confuse Ray	
TM21	Frustration	36	Faint Attack	
TM23	Iron Tail	42	Mean Look	
TM27	Return	47	Scratch	
TM28	Dig	52	Moonlight	
TM29	Psychic			
TM30	Shadow Ball			
TM32	Double Team		Body Slam	
TM41	Torment		Double-Edge	
TM42	Facade		Mimic	
TM43	Secret Power		Substitute	
TM44	Rast		Dream Eater	
TM45	Attract			
TM49	Snatch			
HM01	Cut			
HM05	Flash			

Move Tutor  
Attack  
Body Slam  
Double-Edge  
Mimic  
Substitute  
Dream Eater

### 198: Murkrow™

DARK FLYING



Height: 1'08"  
Weight: 5 lbs.  
Ability: Insomnia—Prevents Murkrow from being put to Sleep.

#### Location(s)

Rarity: None  
Trade from FireRed or Colosseum

Rarity: Rare  
Trade from Colosseum  
Five Island

#### Evolutions

Does not evolve

TM/HM	TM/HM#	Name	Attacks	Attack
	TM04	Calm Mind	—	Pock
	TM06	Toxic	9	Astonish
	TM10	Hidden Power	14	Pursuit
	TM11	Sunny Day	22	Haze
	TM12	Taunt	27	Night Shade
	TM17	Protect	35	Faint Attack
	TM18	Rain Dance	40	Taunt
	TM21	Frustration	48	Mean Look
	TM27	Return	—	—
	TM30	Shadow Ball	—	—
	TM32	Double Team	—	—
	TM40	Aerial Ace	—	—
	TM41	Torment	—	—
	TM42	Facade	—	—
	TM43	Secret Power	—	—
	TM44	Rest	—	—
	TM45	Attract	—	—
	TM46	Thief	—	—
	TM47	Steel Wing	—	—
	TM49	Snatch	—	—
	HM02	Fly	—	—

#### Move Tutor

##### Attack

Double-Edge  
Mimic  
Substitute  
Thunder Wave  
Dream Eater

### 200: Misdreavus™

GHOST



Height: 2'04"  
Weight: 2 lbs.  
Ability: Levitate—Prevents Ground-type attacks from hitting Misdreavus.

#### Location(s)

Rarity: Common  
Trade from Colosseum  
Fire Island

Rarity: None  
Trade from LeafGreen or Colosseum

#### Evolutions

Does not evolve

TM/HM	TM/HM#	Name	Attacks	Attack
	TM04	Calm Mind	—	Growl
	TM06	Toxic	—	Paywave
	TM10	Hidden Power	6	Spite
	TM11	Sunny Day	11	Astonish
	TM12	Taunt	17	Confuse Ray
	TM17	Protect	23	Mean Look
	TM18	Rain Dance	30	Psybeam
	TM21	Frustration	37	Pain Split
	TM24	Thunderbolt	45	Perish Song
	TM25	Thunder	53	Grudge
	TM27	Return	—	—
	TM29	Psychic	—	—
	TM30	Shadow Ball	—	—
	TM32	Double Team	—	—
	TM34	Shock Wave	—	—
	TM40	Aerial Ace	—	—
	TM41	Torment	—	—
	TM42	Facade	—	—
	TM43	Secret Power	—	—
	TM44	Rest	—	—
	TM45	Attract	—	—
	TM46	Thief	—	—
	TM48	Skill Swap	—	—
	TM49	Snatch	—	—
	HM05	Flash	—	—

#### Move Tutor

##### Attack

Double-Edge  
Mimic  
Substitute  
Dream Eater  
Thunder Wave

### 199: Slowking™

WATER PSYCHIC



Height: 5'07"  
Weight: 175 lbs.  
Abilities: Oblivious—Prevents Slowking from being Attracted.  
Own Tempo—Prevents Slowking from being Confused.

#### Location(s)

Rarity: Evolve  
Evolve Slowpoke

Rarity: None  
Trade from LeafGreen

#### Evolutions



TM/HM	TM/HM#	Name	Attacks	Attack
	TM01	Focus Punch	—	Curse
	TM03	Water Pulse	—	Tackle
	TM04	Calm Mind	—	Yawn
	TM05	Toxic	6	Growl
	TM07	Hail	13	Water Gun
	TM10	Hidden Power	17	Confusion
	TM11	Sunny Day	24	Disable
	TM13	Ice Beam	29	Headbutt
	TM14	Blizzard	36	Swagger
	TM15	Hyper Beam	40	Psychic
	TM17	Protect	47	Psych Up
	TM18	Rain Dance	—	—
	TM20	Safeguard	—	—
	TM21	Frustration	—	—
	TM23	Iron Tail	—	—
	TM26	Earthquake	—	—
	TM27	Return	—	—
	TM28	Dig	—	—
	TM29	Psychic	—	—
	TM30	Shadow Ball	—	—
	TM31	Brick Break	—	—
	TM32	Double Team	—	—
	TM35	Flamethrower	—	—
	TM38	Fire Blast	—	—
	TM42	Facade	—	—
	TM43	Secret Power	—	—
	TM44	Rest	—	—
	TM45	Attract	—	—
	TM46	Skill Swap	—	—
	HM03	Surf	—	—
	HM04	Strength	—	—
	HM05	Flash	—	—
	HM06	Rock Smash	—	—
	HM08	Dive	—	—

#### Move Tutor

##### Attack

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Mimic  
Substitute  
Counter  
Seismic Toss  
Dream Eater  
Thunder Wave

### 201: Unown™

PSYCHIC



Height: 1'08"  
Weight: 11 lbs.  
Ability: Levitate—Prevents Ground-type moves from hitting Unown.

#### Location(s)

Rarity: Common  
Seven Island

Rarity: Common  
Seven Island

TM/HM	TM/HM#	Name	Attacks	Attack
	None	None	—	Hidden Power

#### Evolutions

Does not evolve

#### Move Tutor

##### Attack

None

## 202: Wobbuffet™

PSYCHIC



Height: 4'03"  
Weight: 63 lbs.  
Ability: Shadow Tag—An opponent cannot be switched out while Wobbuffet is in battle.

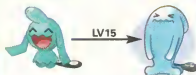
TM/HM	TM/HM#	Name	Attacks Level	Attack
None			—	Counter
			—	Mirror Coat
			—	Safeguard
			—	Destiny Bond

### Location(s)

**Rarity: Common**  
Cerulean Cave  
Six Island  
Evolve Wynaut  
Trade from Ruby or Sapphire

**Rarity: Common**  
Cerulean Cave  
Six Island  
Evolve Wynaut  
Trade from Ruby or Sapphire

### Evolutions



### Move Tutor Attack

None

## 203: Girafarig™

NORMAL PSYCHIC



Height: 4'11"  
Weight: 91 lbs.  
Abilities: Inner Focus—Prevents Girafarig from Flinching.  
Early Bird—Allows Girafarig to wake up faster when put to Sleep.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM04		Calm Mind	—	Teckle
TM06		Toxic	—	Growl
TM10		Hidden Power	7	Astonish
TM11		Sunny Day	13	Confusion
TM16		Light Screen	19	Stomp
TM17		Protect	25	Odor Sleuth
TM18		Rain Dance	31	Agility
TM21		Frustration	37	Baton Pass
TM23		Iron Tail	43	Psybeam
TM24		Thunderbolt	49	Crunch
TM25		Thunder		
TM26		Earthquake		
TM27		Return		
TM29		Psychic		Body Slam
TM30		Shadow Ball		Double-Edge
TM32		Double Team		Mimic
TM33		Reflect		Substitute
TM34		Shock Wave		Dream Eater
TM42		Facade		Thunder Wave
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
TM48		Skill Swap		
TM49		Snatch		
HM04		Strength		
HM05		Flash		
HM06		Rock Smash		

### Location(s)

**Rarity: None**  
Trade from Ruby or Sapphire

**Rarity: None**  
Trade from Ruby or Sapphire

### Evolutions

Does not evolve

### Move Tutor Attack

Body Slam  
Double-Edge  
Mimic  
Substitute  
Dream Eater  
Thunder Wave

## 204: Pineco™

BUG



Height: 2'00"  
Weight: 16 lbs.  
Ability: Sturdy—Prevents a one hit KO from hitting Pineco.

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06		Toxic	—	Tackle
TM10		Hidden Power	—	Protect
TM11		Sunny Day	8	Selfdestruct
TM16		Light Screen	15	Take Down
TM17		Protect	22	Rapid Spin
TM19		Giga Drain	29	Bide
TM21		Frustration	36	Explosion
TM22		Solarbeam	43	Spikes
TM26		Earthquake	50	Double-Edge
TM27		Return		
TM28		Dig		
TM32		Double Team		Body Slam
TM33		Reflect		Double-Edge
TM37		Sandstorm		Mimic
TM42		Facade		Substitute
TM43		Secret Power		Counter
TM44		Rest		Rock Slide
TM45		Attract		Explosion
HM04		Strength		
HM06		Rock Smash		

### Location(s)

**Rarity: Rare**  
Trade Forrester from Colosseum, then breed

**Rarity: Rare**  
Trade Forrester from Colosseum, then breed  
Cave of Origin

### Evolutions



## 205: Forretress™

BUG STEEL



Height: 3'11"  
Weight: 277 lbs.  
Ability: Sturdy—Prevents a one hit KO from hitting Forretress.

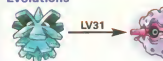
TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06		Toxic	—	Tackle
TM10		Hidden Power	—	Protect
TM11		Sunny Day	—	Selfdestruct
TM15		Hyper Beam	31	Zap Cannon
TM16		Light Screen	39	Explosion
TM17		Protect	49	Spikes
TM19		Giga Drain	59	Double-Edge
TM21		Frustration		
TM22		Solarbeam		
TM26		Earthquake		
TM27		Return		Body Slam
TM28		Dig		Double-Edge
TM32		Double Team		Mimic
TM33		Reflect		Substitute
TM37		Sandstorm		Counter
TM42		Facade		Rock Slide
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
HM04		Strength		
HM06		Rock Smash		

### Location(s)

**Rarity: Trade**  
Trade From Colosseum  
Evolve Pineco

**Rarity: Trade**  
Trade From Colosseum  
Evolve Pineco

### Evolutions



### 206: Dunsparce™

NORMAL



Height: 4'11"  
Weight: 31 lbs.  
Abilities: Run Away—Allows Dunsparce to escape from Wild Pokémon.  
Serene Grace—Attacks with extra effects have double the chance of occurring when Dunsparce is in battle.

TM/HM	TM/HM#	Name	Attacks Level	Attack
	TM03	Water Pulse	—	Rage
	TM04	Calm Mind	4	Defense Curl
	TM06	Toxic	11	Yawn
	TM10	Hidden Power	14	Glare
	TM11	Sunny Day	21	Rollout
	TM13	Ice Beam	24	Spite
	TM14	Blizzard	31	Pursuit
	TM17	Protect	34	Screech
	TM18	Rain Dance	41	Take Down
	TM21	Frustration	44	Flail
	TM22	Solarbeam	51	Endeavor

#### Location(s)

Rarity: Common  
Three Island Trade from Colosseum

Rarity: Common  
Three Island Trade from Colosseum

#### Evolutions

Does not evolve

#### Move Tutor

##### Attack

TM27	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Theft
HM04	Strength
HM06	Rock Smash

### 207: Gligar™

GROUND FLYING



Height: 3'07"  
Weight: 143 lbs.  
Abilities: Sand Veil—During a sandstorm, Gligar is able to evade more moves.  
Hyper Cutter—Prevents Gligar's Attack from lowering.

TM/HM	TM/HM#	Name	Attacks Level	Attack
	TM06	Toxic	—	Poison Sting
	TM10	Hidden Power	6	Sand Attack
	TM11	Sunny Day	13	Harden
	TM17	Protect	20	Quick Attack
	TM18	Rain Dance	28	Faint Attack
	TM21	Frustration	36	Slash
	TM23	Iron Tail	44	Screech
	TM26	Earthquake	52	Guillotine

#### Location(s)

Rarity: Trade  
Trade from Colosseum

Rarity: Trade  
Trade from Colosseum

#### Evolutions

Does not evolve

#### Move Tutor

##### Attack

TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM37	Sandstorm
TM38	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Theft
TM47	Steel Wing
HM01	Cut
HM04	Strength
HM06	Rock Smash

### 208: Steelix™

STEEL GROUND



Height: 30'02"  
Weight: 882 lbs.  
Abilities: Sturdy—Prevents a one hit KO from hitting Steelix.  
Rock Head—Prevents Steelix from receiving Reckless damage.

TM/HM	TM/HM#	Name	Attacks Level	Attack
	TM05	Roar	—	Tackle
	TM06	Toxic	—	Screech
	TM10	Hidden Power	8	Bird
	TM11	Sunny Day	12	Rock Throw
	TM12	Taunt	19	Harden
	TM15	Hyper Beam	23	Rage
	TM17	Protect	30	Dragonbreath
	TM21	Frustration	34	Sandstorm
	TM23	Iron Tail	41	Slam
	TM26	Earthquake	45	Iron Tail
	TM27	Return	55	Crunch
	TM28	Dig	56	Double-Edge

#### Location(s)

Rarity: Evolve  
Evolve Onix

Rarity: Evolve  
Evolve Onix

#### Evolutions



#### Move Tutor

##### Attack

TM37	Sandstorm
TM39	Rock Tomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM06	Rock Smash

### 209: Snubbull™

NORMAL



Height: 2'07"  
Weight: 17 lbs.  
Abilities: Intimidate—When Snubbull is sent into battle, it lowers the opponent's Attack.  
Run Away—Allows Snubbull to escape from Wild Pokémon.

TM/HM	TM/HM#	Name	Attacks Level	Attack
	TM01	Focus Punch	—	Tackle
	TM03	Water Pulse	—	Scary Face
	TM05	Roar	4	Tail Whip
	TM06	Toxic	8	Charm
	TM08	Bulk Up	19	Lick
	TM10	Hidden Power	19	Lick
	TM11	Sunny Day	26	Hoar
	TM12	Taunt	34	Rage
	TM17	Protect	43	Take Down
	TM18	Rain Dance	53	Crunch

#### Location(s)

Rarity: Trade  
Trade Granbull from Colosseum, then Breed

Rarity: Trade  
Trade Granbull from Colosseum, then Breed

#### Evolutions



#### Move Tutor

##### Attack

TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Theft
TM50	Overheat
HM04	Strength
HM06	Rock Smash

## 210: Granbull™

BURNAL



Height: 4'07"  
Weight: 107 lbs.  
Ability: Intimidate—When Granbull is sent into battle, it lowers the opponent's Attack.

TM/HM#	Name	Attacks	Level	Attack
TM01	Focus Punch	—	—	Tackle
TM03	Water Pulse	—	—	Scary Face
TM05	Roar	28	—	Roar
TM06	Toxic	38	—	Rage
TM08	Bulk Up	49	—	Take Down
TM10	Hidden Power	61	—	Crunch
TM11	Sunny Day			
TM12	Taunt			
TM15	Hyper Beam			
TM17	Protect			
TM18	Rain Dance			
TM21	Frustration			
TM22	Solarbeam			
TM23	Iron Tail			
TM24	Thunderbolt			
TM25	Thunder			
TM26	Earthquake			
TM27	Return			
TM28	Dig			
TM30	Shadow Ball			
TM31	Brick Break			
TM32	Double Team			
TM34	Shock Wave			
TM35	Flamethrower			
TM36	Sludge Bomb			
TM38	Fire Blast			
TM39	Rock Tomb			
TM41	Trantrum			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Theft			
TM50	Overheat			
HM04	Strength			
HM06	Rock Smash			

### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide
Thunder Wave

### Location(s)

Rarity: None  
Trade Granbull from Colosseum  
Evolve Snubbull

Rarity: None  
Trade Granbull from Colosseum  
Evolve Snubbull

### Evolutions



## 211: Owlfish™

WATER POISON



Height: 1'08"  
Weight: 9 lbs.  
Abilities: Swift Swim—Increases Owlfish's Speed when it's raining.  
Poison Point—When Owlfish is hit directly, the opponent has a 30% chance of being Poisoned.

TM/HM#	Name	Attacks	Level	Attack
TM03	Water Pulse	—	—	Tackle
TM06	Toxic	—	—	Poison Sting
TM07	Hail	—	—	Spikes
TM10	Hidden Power	9	—	Harden
TM13	Ice Beam	9	—	Mimic
TM14	Blizzard	13	—	Water Gun
TM17	Protect	21	—	Pin Missile
TM18	Rain Dance	25	—	Revenge
TM21	Frustration	33	—	Take Down
TM27	Return	37	—	Hydro Pump
TM30	Shadow Ball	45	—	Destiny Bond
TM32	Double Team			
TM34	Shock Wave			
TM36	Sludge Bomb			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM03	Surf			
HM07	Waterfall			
HM08	Dive			

### Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Thunder Wave

### Location(s)

Rarity: None  
Trade from FireRed or Colosseum

Rarity: Common  
Trade from Colosseum  
Five Island

### Evolutions

Does not evolve

## 212: Scizor™

BUG STEEL



Height: 5'11"  
Weight: 200 lbs.  
Ability: Swarm—When Scizor's HP's are very low, its Bug-type moves multiply by 1.5.

TM/HM#	Name	Attacks	Level	Attack
TM06	Toxic	—	—	Quick Attack
TM10	Hidden Power	—	—	Leer
TM11	Sunny Day	6	—	Focus Energy
TM15	Hyper Beam	11	—	Pursuit
TM17	Protect	16	—	False Swipe
TM18	Rain Dance	21	—	Agility
TM21	Frustration	28	—	Metal Claw
TM27	Return	31	—	Slash
TM32	Double Team	38	—	Swords Dance
TM37	Sandstorm	41	—	Iron Defense
TM40	Aerial Ace	46	—	Fury Cutter
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
TM46	Theft			
TM47	Steel Wing			
HM01	Cut			
HM04	Strength			
HM06	Rock Smash			

### Location(s)

Rarity: None  
Trade from FireRed

Rarity: Evolve  
Evolve Scyther

### Evolutions



### Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Counter

## 213: Shuckle™

BUG ROCK



Height: 2'00"  
Weight: 45 lbs.  
Ability: Sturdy—Prevents a one hit KO from hitting Shuckle.

TM/HM#	Name	Attacks	Level	Attack
TM06	Toxic	—	—	Constrict
TM10	Hidden Power	—	—	Withdraw
TM11	Sunny Day	9	—	Wrap
TM17	Protect	14	—	Encore
TM20	Safeguard	23	—	Safeguard
TM21	Frustration	28	—	Ride
TM26	Earthquake	33	—	Rest
TM27	Return			
TM28	Dig			
TM32	Double Team			
TM36	Sludge Bomb			
TM37	Sandstorm			
TM28	Rock Tomb			
TM42	Facade			
TM43	Secret Power			
TM44	Rest			
TM45	Attract			
HM04	Strength			
HM05	Flash			
HM06	Rock Smash			

### Location(s)

Rarity: Rare  
Trade from Colosseum

Rarity: Rare  
Trade from Colosseum

### Evolutions

Does not evolve

### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Rock Slide

### 214: Heracross™

BUG FIGHTING



Height: 4'11"  
Weight: 119 lbs.  
Abilities: **Swarm**—When Heracross's HPs are low, its Bug-type moves multiply by 1.5.  
**Guts**—When Heracross has a Status Condition, its Attack Power multiplies by 1.5.

#### Location(s)

**Rarity: Rare**  
Trade from Ruby, Sapphire, or Colosseum  
Six Island

**Rarity: Rare**  
Trade from Ruby, Sapphire, or Colosseum  
Six Island

#### Evolutions

Does not evolve

TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Tackle
TM05	Toxic	—	Leer
TM08	Bulk Up	6	Horn Attack
TM10	Hidden Power	11	Endure
TM11	Sunny Day	17	Fury Attack
TM15	Hyper Beam	23	Brick Break
TM17	Protect	30	Counter
TM18	Rain Dance	37	Take Down
TM21	Frustration	45	Reversal
TM25	Earthquake	53	Megahorn
TM27	Return		
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM39	Rock Tomb		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Thief		
HM01	Cut		
HM04	Strength		
HM06	Rock Smash		

#### Move Tutor

##### Attack

Body Slam  
Double-Edge  
Mimic  
Substitute  
Swords Dance  
Counter  
Seismic Toss  
Rock Slide

### 216: Teddiursa™

NORMAL



Height: 2'00"  
Weight: 19 lbs.  
Ability: **Pickup**—May pick up items while in your party; Teddiursa may take the opponent's item in battle.

#### Location(s)

**Rarity: Rare**  
Trade Ursaring from Colosseum, then breed

**Rarity: Rare**  
Trade Ursaring from Colosseum, then breed

#### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Scratch
TM05	Roar	—	Leer
TM06	Toxic	7	Lick
TM08	Bulk Up	13	Fury Swipes
TM10	Hidden Power	19	Fake Tears
TM11	Sunny Day	25	Faint Attack
TM12	Taunt	31	Rest
TM17	Protect	37	Slash
TM18	Rain Dance	43	Snore
TM21	Frustration	49	Thrash
TM25	Earthquake		
TM27	Return		
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM40	Aerial Ace		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Thief		
HM01	Cut		
HM04	Strength		
HM06	Rock Smash		

#### Move Tutor

##### Attack

Double-Edge  
Mega Punch  
Mega Kick  
Metronome  
Mimic  
Substitute  
Swords Dance  
Counter  
Seismic Toss  
Body Slam

### 215: Sneasel™

DARK ICE



Height: 2'11"  
Weight: 62 lbs.  
Abilities: **Inner Focus**—Prevents Sneasel from Flinching.  
**Keen Eye**—Prevents Sneasel from having its Accuracy lowered.

#### Location(s)

**Rarity: Rare**  
Trade from Colosseum  
Four Island

**Rarity: None**  
Trade from Colosseum  
Four Island

#### Evolutions

Does not evolve

TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Scratch
TM04	Calm Mind	—	Leer
TM06	Toxic	—	Taunt
TM07	Ham	8	Quick Attack
TM10	Hidden Power	15	Screech
TM11	Sunny Day	22	Faint Attack
TM12	Taunt	29	Fury Swipes
TM13	Ice Beam	36	Agility
TM14	Blizzard	43	Icy Wind
TM17	Protect	50	Slash
TM18	Rain Dance	57	Beat Up
TM21	Frustration	64	Metal Claw
TM23	Iron Tail		
TM27	Return		
TM28	Dig		
TM30	Shadow Ball		
TM31	Brick Break		
TM32	Double Team		
TM40	Aerial Ace		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Thief		
TM49	Snatch		
HM01	Cut		
HM03	Surf		
HM04	Strength		
HM06	Rock Smash		

#### Move Tutor

##### Attack

Double-Edge  
Mimic  
Substitute  
Swords Dance  
Counter  
Dream Eater

### 217: Ursaring™

NORMAL



Height: 5'11"  
Weight: 277 lbs.  
Ability: **Guts**—When Ursaring has a Status Condition, its Attack power multiplies by 1.5.

#### Location(s)

**Rarity: None**  
Trade from Colosseum  
Evolve Teddiursa

**Rarity: None**  
Trade from Colosseum  
Evolve Teddiursa

#### Evolutions



TM/HM#	Name	Attacks Level	Attack
TM01	Focus Punch	—	Scratch
TM05	Roar	—	Leer
TM06	Toxic	—	Lick
TM08	Bulk Up	—	Fury Swipes
TM10	Hidden Power	31	Rest
TM11	Sunny Day	37	Slash
TM12	Taunt	43	Snore
TM15	Hyper Beam	49	Thrash
TM17	Protect		
TM18	Rain Dance		
TM21	Frustration		
TM25	Earthquake		
TM27	Return		
TM28	Dig		
TM31	Brick Break		
TM32	Double Team		
TM39	Rock Tomb		
TM40	Aerial Ace		
TM41	Torment		
TM42	Facade		
TM43	Secret Power		
TM44	Rest		
TM45	Attract		
TM46	Thief		
HM01	Cut		
HM04	Strength		
HM06	Rock Smash		

#### Move Tutor

##### Attack

Body Slam  
Double-Edge  
Mega Punch  
Mega Kick  
Metronome  
Mimic  
Substitute  
Swords Dance  
Counter  
Seismic Toss  
Rock Slide

## 218: Slagma™

POISON



Height: 2'04"

Weight: 77 lbs.

Abilities: Magma Armor—Prevents Slagma from being Frozen.  
Flame Body—The opponent has a 30% chance of being Burned when a physical attack hits Slagma.

TM/HM	TM/HM#	Name	Attacks	Attack
	TM06	Toxic	—	Yawn
	TM10	Hidden Power	—	Smog
	TM11	Sunny Day	8	Ember
	TM16	Light Screen	15	Rock Throw
	TM17	Protect	22	Harden
	TM21	Frustration	29	Amnesia
	TM27	Return	36	Flamethrower
	TM32	Double Team	43	Rock Slide
	TM33	Reflect	50	Body Slam

### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

### Location(s)

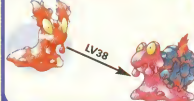
Rarity: Common

Trade from Ruby, Sapphire, or Colosseum  
One Island

Rarity: Common

Trade from Ruby, Sapphire, or Colosseum  
One Island

### Evolutions



## 219: Magcargo™

POISON ROCK



Height: 2'07"

Weight: 123 lbs.

Abilities: Magma Armor—Prevents Magcargo from being Frozen.  
Flame Body—The opponent has a 30% chance of being Burned when a physical attack hits Magcargo.

TM/HM	TM/HM#	Name	Attacks	Attack
	TM06	Toxic	—	Yawn
	TM10	Hidden Power	—	Smog
	TM11	Sunny Day	—	Ember
	TM15	Hyper Beam	—	Rock Throw
	TM16	Light Screen	22	Harden
	TM17	Protect	29	Amnesia
	TM21	Frustration	36	Flamethrower
	TM26	Earthquake	48	Rock Slide
	TM27	Return	60	Body Slam

### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

### Location(s)

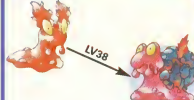
Rarity: Evolve

Evolve Slagma One Island

Rarity: Evolve

Evolve Slagma One Island

### Evolutions



## 220: Swinub™

ICE GROUND



Height: 1'04"

Weight: 14 lbs.

Ability: Oblivious—Prevents Swinub from being Attracted.

TM/HM	TM/HM#	Name	Attacks	Attack
	TM05	Roar	—	Teckle
	TM06	Toxic	—	Odor Sleuth
	TM07	Hail	10	Powder Snow
	TM10	Hidden Power	19	Endure
	TM13	Ice Beam	28	Take Down
	TM14	Blizzard	37	Mist
	TM18	Light Screen	46	Blizzard
	TM17	Protect	55	Amnesia

### Location(s)

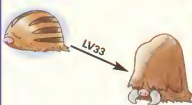
Rarity: Common

Four Island

Rarity: Common

Four Island

### Evolutions



### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

## 221: Piloswine™

ICE GROUND



Height: 3'07"

Weight: 123 lbs.

Ability: Oblivious—Prevents Piloswine from being Attracted.

TM/HM	TM/HM#	Name	Attacks	Attack
	TM05	Roar	—	Horn Attack
	TM06	Toxic	—	Odor Sleuth
	TM07	Hail	—	Powder Snow
	TM10	Hidden Power	—	Endure
	TM13	Ice Beam	33	Fury Attack
	TM14	Blizzard	42	Mist
	TM15	Hyper Beam	56	Blizzard
	TM18	Light Screen	70	Amnesia

### Location(s)

Rarity: Evolve

Trade from Colosseum  
Evolve Swinub

Rarity: Evolve

Trade from Colosseum  
Evolve Swinub

### Evolutions



### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

### 222: Corsola™

WATER



Height: 2'00"  
Weight: 11 lbs.  
Abilities: *Hustle*—Multiplies Corsola's Attack Power by 1.5, but lowers its Accuracy to 80%.  
*Natural Cure*—When Corsola is switched out, its Status Condition is cured.

Location(s)

Rarity: None

Trade From Ruby or Sapphire

Rarity: None

Trade From Ruby or Sapphire

Evolutions

Does not evolve

TM/HM	TM/HM#	Name
	TM03	Water Pulse
	TM04	Calm Mind
	TM06	Toxic
	TM07	Hail
	TM10	Hidden Power
	TM11	Sunny Day
	TM13	Ice Beam
	TM14	Blizzard
	TM16	Light Screen
	TM17	Protect
	TM18	Rain Dance
	TM20	Safeguard
	TM21	Frustration
	TM26	Earthquake
	TM27	Return
	TM28	Dig
	TM29	Psychic
	TM50	Shadow Ball
	TM32	Double Team
	TM33	Reflect
	TM37	Sandstorm
	TM39	Rock Tomb
	TM42	Facade
	TM43	Secret Power
	TM44	Rest
	TM45	Attract
	HM03	Surf
	HM04	Strength
	HM06	Rock Smash

Attacks	Level	Attack
	—	Tackle
	6	Harden
	12	Bubble
	17	Recover
	23	Bubblebeam
	28	Spike Cannon
	34	Rock Blast
	38	Mirror Coat
	45	Ancientpower

Move Tutor

Attack
Body Slam
Double-Edge
Explosion
Mimic
Substitute
Rock Slide

### 224: Octillery™

WATER



Height: 2'11"  
Weight: 63 lbs.  
Ability: *Suction Cups*—Prevents Octillery from being switched out when the opponent uses *Whirlwind* or *Roar*.

Location(s)

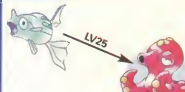
Rarity: Evolve

Evolve Remoraid

Rarity: None

Trade From LeafGreen

Evolutions



TM/HM	TM/HM#	Name
	TM03	Water Pulse
	TM06	Toxic
	TM09	Bullet Seed
	TM10	Hidden Power
	TM11	Sunny Day
	TM13	Ice Beam
	TM14	Blizzard
	TM15	Hyper Beam
	TM17	Protect
	TM18	Rain Dance
	TM21	Frustration
	TM27	Return
	TM29	Psychic
	TM32	Double Team
	TM35	Flamethrower
	TM36	Sludge Bomb
	TM38	Fire Blast
	TM42	Facade
	TM45	Secret Power
	TM44	Rest
	TM45	Attract
	TM46	Thief
	HM03	Surf
	HM07	Waterfall
	HM08	Dive

Attacks	Level	Attack
	—	Water Gun
	25	Octazooka
	38	Focus Energy
	54	Ice Beam
	70	Hyper Beam

Move Tutor

Attack
Double-Edge
Mimic
Thunder Wave
Seismic Toss

### 223: Remoraid™

WATER



Height: 2'00"  
Weight: 27 lbs.  
Ability: *Hustle*—Multiplies Remoraid's attacks by 1.5, but lowers its Accuracy to 80%.

Location(s)

Rarity: Common

Trade From Colosseum  
Five Island

Rarity: None

Trade From LeafGreen in Colosseum

Evolutions



TM/HM	TM/HM#	Name
	TM03	Water Pulse
	TM06	Toxic
	TM10	Hidden Power
	TM11	Sunny Day
	TM13	Ice Beam
	TM14	Blizzard
	TM15	Hyper Beam
	TM17	Protect
	TM18	Rain Dance
	TM21	Frustration
	TM27	Return
	TM29	Psychic
	TM32	Double Team
	TM35	Flamethrower
	TM38	Fire Blast
	TM42	Facade
	TM43	Secret Power
	TM44	Rest
	TM45	Attract
	TM46	Thief
	HM03	Surf
	HM07	Waterfall
	HM08	Dive

Attacks	Level	Attack
	—	Water Gun
	11	Lock-on
	22	Psybeam
	22	Aurora Beam
	22	Bubblebeam
	33	Focus Energy
	44	Ice Beam
	55	Hyper Beam

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave

### 225: Delibird™

ICE FLYING



Height: 2'11"  
Weight: 35 lbs.  
Abilities: *Hustle*—Multiplies Delibird's attacks by 1.5, but lowers its Accuracy to 80%.  
*Vital Spirit*—Delibird cannot be put to sleep.

Location(s)

Rarity: None

Trade From Fossil or Colosseum

Rarity: Rare

Trade From Colosseum  
Four Island

Evolutions

Does not evolve

TM/HM	TM/HM#	Name
	TM01	Focus Punch
	TM03	Water Pulse
	TM06	Toxic
	TM07	Hail
	TM10	Hidden Power
	TM13	Ice Beam
	TM14	Blizzard
	TM17	Protect
	TM18	Rain Dance
	TM21	Frustration
	TM27	Return
	TM32	Double Team
	TM40	Aerial Ace
	TM42	Facade
	TM43	Secret Power
	TM44	Rest
	TM45	Attract
	TM46	Thief
	HM02	Fly

Attacks	Level	Attack
	—	Present

Move Tutor

Attack
Body Slam
Double-Edge
Mega Kick
Mega Punch
Mimic
Substitute
Counter
Seismic Toss

## 226: Mantine™

WATER FLYING



Height: 6'11"

Weight: 485 lbs.

Abilities: Water Absorb—Mantine gets 1/4 HPs back when a Water-type attack hits it.  
Swift Swim—Increases Mantine's Speed when it's raining.

### Location(s)

Rarity: Rare

Trade from Colosseum  
Seven Island (Good Rod)

Rarity: None

Trade From: LeafGreen or Colosseum

### Evolutions

Does not evolve

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM03		Water Pulse	—	Tackle
TM06		Toxic	—	Bubble
TM07		Hail	8	Supersonic
TM10		Hidden Power	15	Bubblebeam
TM11		Sunny Day	22	Take Down
TM13		Ice Beam	29	Agility
TM14		Blizzard	36	Wing Attack
TM17		Protect	43	Water Pulse
TM18		Rein Dance	50	Confuse Ray
TM21		Frustration		
TM26		Earthquake		
TM27		Return		
TM32		Double Team		
TM40		Aerial Ace		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
HM03		Surf		
HM07		Waterfall		
HM08		Dive		

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

## 228: Houndour™

DARK FIRE



Height: 2'00"

Weight: 24 lbs.

Abilities: Flash Fire—Boosts Houndour's Fire-type moves and prevents Fire-type moves from damaging it.  
Early Bird—Allows Houndour to wake up earlier when put to Sleep.

### Location(s)

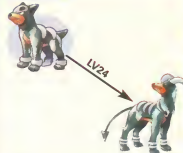
Rarity: Rare

Trade Houndour from Colosseum,  
then Breed

Rarity: Rare

Trade Houndour from Colosseum,  
then Breed

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM05		Roar	—	Leer
TM06		Toxic	—	Ember
TM10		Hidden Power	7	Howl
TM11		Sunny Day	13	Smog
TM12		Taunt	19	Roar
TM17		Protect	25	Bite
TM21		Frustration	31	Odor Sleuth
TM22		Solarbeam	37	Faint Attack
TM23		Iron Tail	43	Flamethrower
TM27		Return	49	Crunch
TM30		Shadow Ball		
TM32		Double Team		
TM35		Flamethrower		
TM36		Sludge Bomb		
TM38		Fire Blast		
TM41		Torment		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
TM49		Snatch		
TM50		Overheat		
HM06		Rock Smash		

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

Counter

Dream Eater

## 227: Skarmory™

STEEL FLYING



Height: 5'07"

Weight: 111 lbs.

Abilities: Keen Eye—Prevents Skarmory's Accuracy from reducing.  
Sturdy—Prevents a one hit KO from hitting Skarmory.

### Location(s)

Rarity: Rare

Trade from FireRed, Ruby, Sapphire,  
or Colosseum

Rarity: Rare

Seven Island

### Evolutions

Does not evolve

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM05		Roar	—	Leer
TM06		Toxic	—	Peck
TM10		Hidden Power	10	Sand Attack
TM11		Sunny Day	13	Swift
TM12		Taunt	16	Agility
TM17		Protect	26	Fury Attack
TM21		Frustration	29	Air Cutter
TM27		Return	32	Steel Wing
TM32		Double Team	42	Spikes
TM37		Sandstorm	45	Metel Sound
TM40		Aerial Ace		
TM41		Torment		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
TM47		Steel Wing		
HM01		Cut		
HM02		Fly		
HM06		Rock Smash		

### Move Tutor

#### Attack

Double-Edge

Mimic

Substitute

Counter

Rock Slide

## 229: Houndoom™

DARK FIRE



Height: 4'07"

Weight: 77 lbs.

Abilities: Flash Fire—Boosts Houndoom's Fire-type moves and prevents Fire-type moves from damaging it.  
Early Bird—Allows Houndoom to wake up earlier when put to Sleep.

### Location(s)

Rarity: None

Trade from Colosseum  
Evolve Houndour

Rarity: None

Trade from Colosseum  
Evolve Houndour

### Evolutions



TM/HM	TM/HM#	Name	Attacks Level	Attack
TM05		Roar	—	Leer
TM06		Toxic	—	Ember
TM10		Hidden Power	—	Howl
TM11		Sunny Day	27	Bite
TM12		Taunt	35	Odor Sleuth
TM15		Hyper Beam	43	Faint Attack
TM17		Protect	51	Flamethrower
TM21		Frustration	59	Crunch
TM22		Solarbeam		
TM23		Iron Tail		
TM27		Return		
TM30		Shadow Ball		
TM32		Double Team		
TM35		Flamethrower		
TM36		Sludge Bomb		
TM38		Fire Blast		
TM41		Torment		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
TM49		Snatch		
TM50		Overheat		
HM04		Strength		
HM06		Rock Smash		

### Move Tutor

#### Attack

Body Slam

Double-Edge

Mimic

Substitute

Counter

Dream Eater

### 230: Kingdra™

WATER Dragon



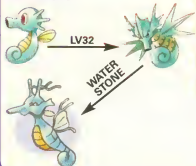
Height: 5'11"  
 Weight: 335 lbs.  
 Ability: Swift Swim—Increases Kingdra's Speed when it's Raining.

#### Location(s)

Rarity: Evolve  
 Evolve Seadra

Rarity: Evolve  
 Evolve Seadra

#### Evolutions



TM/HM	TM/HM#	Name
	TM03	Water Pulse
	TM06	Toxic
	TM07	Hail
	TM10	Hidden Power
	TM13	Ice Beam
	TM14	Blizzard
	TM15	Hyper Beam
	TM17	Protect
	TM18	Rain Dance
	TM21	Frustration
	TM27	Return
	TM32	Double Team
	TM42	Facade
	TM43	Secret Power
	TM44	Rest
	TM45	Attract
	HM03	Surf
	HM07	Waterfall
	HM08	Dive

Attacks	Attack Level
—	Bubble
—	Smokescreen
—	Leer
—	Water Gun
28	Twister
40	Agility
51	Hydro Pump
62	Dragon Dance

#### Move Tutor

Attack
Double-Edge
Mimic
Substitute
Body Slam

### 232: Donphan™

GROUND



Height: 3'07"  
 Weight: 265 lbs.  
 Ability: Sturdy—Prevents a one hit KO from hitting Donphan.

#### Location(s)

Rarity: Evolve  
 Evolve Phanpy  
 Trade from Ruby/Sapphire

Rarity: Evolve  
 Evolve Phanpy  
 Trade from Ruby/Sapphire

#### Evolutions



TM/HM	TM/HM#	Name
	TM05	Roar
	TM06	Toxic
	TM10	Hidden Power
	TM11	Sunny Day
	TM15	Hyper Beam
	TM17	Protect
	TM21	Frustration
	TM23	Iron Tail
	TM26	Earthquake
	TM27	Return
	TM32	Double Team
	TM37	Sandstorm
	TM39	Rock Tomb
	TM42	Facade
	TM43	Secret Power
	TM44	Rest
	TM45	Attract
	HM04	Strength
	HM06	Rock Smash

Attacks	Attack Level
—	Odor Sleuth
—	Horn Attack
—	Growl
9	Defense Curl
17	Flail
25	Fury Attack
33	Rollout
41	Rapid Spin
49	Earthquake

#### Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter
Rock Slide

### 231: Phanpy™

GROUND



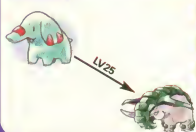
Height: 1'08"  
 Weight: 74 lbs.  
 Ability: Pickup—Allows Phanpy to take items from the opponent in battle. Also takes items on roads when in a party.

#### Location(s)

Rarity: Common  
 Trade from Ruby/Sapphire  
 Seven Island

Rarity: Common  
 Trade from Ruby/Sapphire  
 Seven Island

#### Evolutions



TM/HM	TM/HM#	Name
	TM05	Roar
	TM06	Toxic
	TM10	Hidden Power
	TM11	Sunny Day
	TM17	Protect
	TM21	Frustration
	TM23	Iron Tail
	TM26	Earthquake
	TM27	Return
	TM32	Double Team
	TM37	Sandstorm
	TM39	Rock Tomb
	TM42	Facade
	TM43	Secret Power
	TM44	Rest
	TM45	Attract
	HM04	Strength
	HM06	Rock Smash

Attacks	Attack Level
—	Odor Sleuth
—	Tackle
—	Growl
9	Defense Curl
17	Flail
25	Take Down
33	Rollout
41	Endure
49	Double-Edge

#### Move Tutor

Attack
Double-Edge
Mimic
Substitute
Counter

### 233: Porygon2™

NORMAL



Height: 2'00"  
 Weight: 72 lbs.  
 Ability: Trace—Allows Porygon2 to copy the opponent's Ability.

#### Location(s)

Rarity: Evolve  
 Evolve Porygon by trading

Rarity: Evolve  
 Evolve Porygon by trading

#### Evolutions



TM/HM	TM/HM#	Name
	TM06	Toxic
	TM10	Hidden Power
	TM11	Sunny Day
	TM13	Ice Beam
	TM14	Blizzard
	TM15	Hyper Beam
	TM17	Protect
	TM18	Rain Dance
	TM21	Frustration
	TM22	Solarbeam
	TM23	Iron Tail
	TM24	Thunderbolt
	TM25	Thunder
	TM27	Return
	TM29	Psychic
	TM30	Shadow Ball
	TM32	Double Team
	TM34	Shock Wave
	TM40	Aerial Ace
	TM42	Facade
	TM43	Secret Power
	TM44	Rest
	TM46	Theif
	HM05	Flash

Attacks	Attack Level
—	Tackle
—	Conversion
—	Conversion 2
9	Agility
12	Psybeam
20	Recover
24	Defense Curl
32	Lock-on
36	Tri Attack
44	Recycle
48	Zap Cannon

#### Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave
Dream Eater

## 234: Stantler™

NORMAL



Height: 4'07"  
Weight: 157 lbs.  
Ability: Intimidate—When Stantler goes into battle, the opponent's Attack lowers.

### Location(s)

Rarity: Rare  
Trade from Colosseum

Rarity: Rare  
Trade from Colosseum

### Evolutions

Does not evolve

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM04		Calm Mind	—	Teckle
TM05		Roar	7	Leer
TM06		Toxic	11	Astonish
TM10		Hidden Power	17	Hypnosis
TM11		Sunny Day	21	Slomp
TM16		Light Screen	27	Sand-Attack
TM17		Protect	31	Role Play
TM18		Rain Dance	37	Take Down
TM21		Frustration	41	Confuse Ray
TM22		Solarbeam	47	Calm Mind
TM23		Iron Tail		
TM24		Thunderbolt		
TM25		Thunder		
TM26		Earthquake		
TM27		Return		
TM29		Psychic		
TM30		Shadow Ball		
TM32		Double Team		
TM33		Reflect		
TM34		Shock Wave		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
TM48		Skill Swap		
HM05		Flesh		

### Move Tutor

Attack

Double-Edge

Mimic

Substitute

Thunder Wave

Dream Eater

Body Slam

## 236: Tyrogue™

FIGHTING



Height: 2'04"  
Weight: 46 lbs.  
Ability: Guts—When Tyrogue has a Status Condition, its Attack multiplies by 1.5.

### Location(s)

Rarity: Breed  
Breed Hitmonchan or Hitmonlee

Rarity: Breed  
Breed Hitmonchan or Hitmonlee

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM05		Toxic	—	Tackle
TM08		Bulk Up		
TM10		Hidden Power		
TM11		Sunny Day		
TM17		Protect		
TM18		Rain Dance		
TM21		Frustration		
TM26		Earthquake		
TM27		Return		
TM31		Brick Break		
TM32		Double Team		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
HM04		Strength		
HM06		Rock Smash		

### Move Tutor

Attack

Body Slam

Double-Edge

Mega Kick

Mimic

Substitute

Counter

Seismic Toss

Rock Slide

### Evolutions



## 235: Smeargle™

NORMAL



Height: 3'11"  
Weight: 128 lbs.  
Ability: Own Tempo—Prevents Smeargle from being Confused.

### Location(s)

Rarity: Rare  
Trade from Colosseum

Rarity: Rare  
Trade from Colosseum

### Evolutions

Does not evolve

TM/HM	TM/HM#	Name	Attacks Level	Attack
None				
			11	Sketch
			21	Sketch
			31	Sketch
			41	Sketch
			51	Sketch
			61	Sketch
			71	Sketch
			81	Sketch
			91	Sketch

### Move Tutor

Attack

None

## 237: Hitmontop™

FIGHTING



Height: 4'07"  
Weight: 106 lbs.  
Ability: Intimidate—When Hitmontop goes into battle, the opponent's Attack lowers.

### Location(s)

Rarity: Evolve  
Trade from Colosseum  
Evolve Tyrogue

Rarity: Evolve  
Trade from Colosseum  
Evolve Tyrogue

TM/HM	TM/HM#	Name	Attacks Level	Attack
TM06		Toxic	—	Rolling Kick
TM08		Bulk Up		Revenge
TM10		Hidden Power	7	Focus Energy
TM11		Sunny Day	13	Pursuit
TM17		Protect	19	Quick Attack
TM18		Rain Dance	20	Triple Kick
TM21		Frustration	25	Rapid Spin
TM26		Earthquake	31	Counter
TM27		Return	37	Agility
TM28		Dig	43	Detect
TM31		Brick Break	49	Endeavor
TM32		Double Team		
TM37		Sandstorm		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM45		Attract		
TM46		Thief		
HM04		Strength		
HM06		Rock Smash		

### Move Tutor

Attack

Body Slam

Double-Edge

Mega Kick

Mimic

Substitute

Counter

Seismic Toss

Rock Slide

### Evolutions



### 238: Smoochum™

ICE PSYCHIC



Height: 1'04"  
Weight: 13 lbs.  
Ability: Oblivious—Prevents Smoochum from being Attracted.

TM/HM	Name	Attacks Level	Attack
TM03	Water Pulse	—	Pound
TM04	Calm Mind	—	Lick
TM06	Toxic	9	Sweet Kiss
TM07	Hail	13	Powder Snow
TM10	Hidden Power	21	Confusion
TM13	Ice Beam	25	Sing
TM14	Blizzard	33	Mean Look
TM16	Light Screen	37	Fake Tears
TM17	Protect	45	Psychic
TM18	Rain Dance	49	Perish Song
TM21	Frustration	57	Blizzard

#### Move Tutor

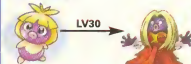
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater

#### Location(s)

Rarity: Breed  
Breed Jynx

Rarity: Breed  
Breed Jynx

#### Evolutions



### 239: Elekid™

ELECTRIC



Height: 2'00"  
Weight: 52 lbs.  
Ability: Static—The opponent has a 30% chance of being Paralyzed if Elekid is directly hit.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Quick Attack
TM06	Toxic	—	Leer
TM10	Hidden Power	9	Thunderpunch
TM16	Light Screen	17	Light Screen
TM17	Protect	25	Swift
TM18	Rain Dance	33	Screach
TM21	Frustration	41	Thunderbolt
TM24	Thunderbolt	49	Thunder
TM25	Thunder	—	—

#### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

#### Location(s)

Rarity: None  
Trade from Furfled

Rarity: Breed  
Breed Electabuzz

#### Evolutions



### 240: Magby™

FIRE



Height: 2'04"  
Weight: 47 lbs.  
Ability: Flama Body—When Magby is hit directly, the opponent has a 30% chance of being Burned.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Ember
TM06	Toxic	7	Leer
TM10	Hidden Power	13	Smog
TM11	Sunny Day	19	Fire Punch
TM17	Protect	25	Smokescreen
TM21	Frustration	31	Sunny Day
TM23	Iron Tail	37	Flamethrower
TM27	Return	43	Confusa Ray
TM29	Psychic	49	Fire Blast
TM31	Brick Break	—	—
TM32	Double Team	—	—
TM35	Flamethrower	—	—
TM38	Fire Blast	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
TM45	Attract	—	—
TM46	Thief	—	—
HM06	Rock Smash	—	—

#### Move Tutor

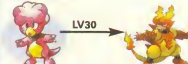
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

#### Location(s)

Rarity: Breed  
Breed Magmar

Rarity: None  
Trade From LeafGreen

#### Evolutions



### 241: Milktank™

NORMAL



Height: 3'11"  
Weight: 66 lbs.  
Ability: Thick Fat—Halves Fire-type and Ice-type attacks on Miltank.

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Tackle
TM03	Water Pulse	—	Growl
TM06	Toxic	8	Defense Curl
TM10	Hidden Power	13	Stomp
TM11	Sunny Day	19	Milk Drink
TM13	Ice Beam	25	Bide
TM14	Blizzard	34	Rollout
TM15	Hyper Beam	43	Body Slam
TM17	Protect	53	Heal Bell

#### Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide
Metronome
Thunder Wave

#### Location(s)

Rarity: Rare  
Trade from Colosseum

Rarity: Rare  
Trade from Colosseum

#### Evolutions

Does not evolve

TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Tackle
TM03	Water Pulse	—	Growl
TM06	Toxic	8	Defense Curl
TM10	Hidden Power	13	Stomp
TM11	Sunny Day	19	Milk Drink
TM13	Ice Beam	25	Bide
TM14	Blizzard	34	Rollout
TM15	Hyper Beam	43	Body Slam
TM17	Protect	53	Heal Bell
TM18	Rain Dance	—	—
TM21	Frustration	—	—
TM22	Solarbeam	—	—
TM23	Iron Tail	—	—
TM24	Thunderbolt	—	—
TM25	Thunder	—	—
TM28	Earthquake	—	—
TM27	Return	—	—
TM30	Shadow Ball	—	—
TM31	Brick Break	—	—
TM32	Double Team	—	—
TM34	Shock Wave	—	—
TM37	Sandstorm	—	—
TM39	Rock Tomb	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
TM45	Attract	—	—
HM03	Surf	—	—
HM04	Strength	—	—
HM06	Rock Smash	—	—

## 242: Blissey™

NORMAL



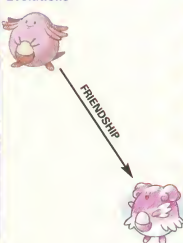
Height: 4'11"  
Weight: 103 lbs.  
Ability: Natural Cure—When Blissey is switched out, any status problem is cured.  
Serenity Grace—Extra effects have double the chance of occurring when Blissey is in battle.

### Location(s)

Rarity: Evolve  
Evolve Chance

Rarity: Evolve  
Evolve Chance

### Evolutions



TM/HM	Name	Attacks Level	Attack
TM01	Focus Punch	—	Pound
TM03	Wish Pulse	—	Growl
TM04	Calm Mind	4	Tail Whip
TM06	Toxic	7	Refresh
TM07	Hail	10	Soilballed
TM10	Hidden Power	13	Doublelap
TM11	Sunny Day	18	Minimize
TM13	Ice Beam	23	Sing
TM14	Blizzard	28	Egg Bomb
TM15	Hyper Beam	33	Defense Curl
TM16	Light Screen	40	Light Screen
TM17	Protect	47	Double-Edge
TM18	Rain Dance	—	—
TM20	Seafogard	—	—
TM21	Frustration	—	—
TM22	Solarbeam	—	—
TM23	Iron Tail	—	—
TM24	Thunderbolt	—	—
TM25	Thunder	—	—
TM26	Earthquake	—	—
TM27	Return	—	—
TM28	Psychic	—	—
TM30	Shadow Ball	—	—
TM31	Brick Break	—	—
TM32	Double Team	—	—
TM34	Shock Wave	—	—
TM35	Flamethrower	—	—
TM37	Sandstorm	—	—
TM38	Fire Blast	—	—
TM39	Rock Tomb	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
TM45	Attract	—	—
TM48	Skill Swap	—	—
TM49	Snatch	—	—
HM04	Strength	—	—
HM05	Flash	—	—
HM06	Rock Smash	—	—

### Move Tutor

#### Attack

Body Slam
Double-Edge
Mega Punch
Mega Kick
Meeromona
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

## Pokéhex

## 244: Entei™

FIRE



Height: 6'11"  
Weight: 437 lbs.  
Ability: Pressure—Opponent uses 2 PPs for damage inflicted against Entei.

### Location(s)

Rarity: Only One  
Wild in Kanto (after beating Elite Four) if starter is Bulbasaur (use Master Ball to catch)  
Trade from Colosseum

Rarity: Only One  
Wild in Kanto (after beating Elite Four) if starter is Bulbasaur (use Master Ball to catch)  
Trade from Colosseum

### Evolutions

Does not evolve

TM/HM	Name	Attacks Level	Attack
TM04	Calm Mind	—	Bite
TM05	Roar	—	Leer
TM06	Toxic	11	Ember
TM10	Hidden Power	21	Roar
TM11	Sunny Day	31	Fire Spin
TM15	Hyper Beam	41	Stomp
TM17	Protect	51	Flamethrower
TM18	Rain Dance	61	Swagger
TM21	Frustration	71	Fire Blast
TM22	Solarbeam	81	Calm Mind
TM23	Iron Tail	—	—
TM27	Return	—	—
TM28	Dig	—	—
TM32	Double Team	—	—
TM33	Reflect	—	—
TM35	Flamethrower	—	—
TM37	Sandstorm	—	—
TM38	Fire Blast	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
HM01	Cut	—	—
HM04	Strength	—	—
HM05	Flash	—	—
HM06	Rock Smash	—	—

### Move Tutor

#### Attack

Body Slam
Double-Edge
Mimic
Substitute

## 243: Raikou™

ELECTRIC



Height: 6'03"  
Weight: 392 lbs.  
Ability: Pressure—Opponent uses 2 PPs for damage inflicted against Raikou.

### Location(s)

Rarity: Only One  
Wild in Kanto (after beating Elite Four) if starter is Squirtle (use Master Ball to catch)  
Trade from Colosseum

Rarity: Only One  
Wild in Kanto (after beating Elite Four) if starter is Squirtle (use Master Ball to catch)  
Trade from Colosseum

### Evolutions

Does not evolve

TM/HM	Name	Attacks Level	Attack
TM04	Calm Mind	—	Bite
TM05	Roar	—	Leer
TM06	Toxic	11	Thunderbolt
TM10	Hidden Power	21	Roar
TM11	Sunny Day	31	Quick Attack
TM15	Hyper Beam	41	Spark
TM17	Protect	51	Reflect
TM18	Rain Dance	61	Crunch
TM21	Frustration	71	Thunder
TM23	Iron Tail	81	Calm Mind
TM24	Thunderbolt	—	—
TM25	Thunder	—	—
TM27	Return	—	—
TM28	Dig	—	—
TM32	Double Team	—	—
TM33	Reflect	—	—
TM34	Shock Wave	—	—
TM37	Sandstorm	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
HM01	Cut	—	—
HM04	Strength	—	—
HM05	Flash	—	—
HM06	Rock Smash	—	—

### Move Tutor

#### Attack

Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

## 245: Suicune™

WATER



Height: 6'07"  
Weight: 412 lbs.  
Ability: Pressure—Opponent uses 2 PPs for damage inflicted against Suicune.

### Location(s)

Rarity: Only One  
Wild in Kanto (after beating Elite Four) if starter is Charmander (use Master Ball to catch)  
Trade from Colosseum

Rarity: Only One  
Wild in Kanto (after beating Elite Four) if starter is Charmander (use Master Ball to catch)  
Trade from Colosseum

### Evolutions

Does not evolve

TM/HM	Name	Attacks Level	Attack
TM03	Water Pulse	—	Bite
TM04	Calm Mind	—	Leer
TM05	Roar	11	Bubblebeam
TM06	Toxic	21	Rain Dance
TM07	Hail	31	Gust
TM10	Hidden Power	41	Aurora Beam
TM11	Sunny Day	51	Mist
TM13	Ice Beam	61	Mirror Coat
TM14	Blizzard	71	Hydro Pump
TM15	Hyper Beam	81	Calm Mind
TM17	Protect	—	—
TM18	Rain Dance	—	—
TM21	Frustration	—	—
TM23	Iron Tail	—	—
TM27	Return	—	—
TM28	Dig	—	—
TM32	Double Team	—	—
TM33	Reflect	—	—
TM37	Sandstorm	—	—
TM42	Facade	—	—
TM43	Secret Power	—	—
TM44	Rest	—	—
HM01	Cut	—	—
HM03	Surf	—	—
HM06	Rock Smash	—	—
HM07	Waterfall	—	—
HM08	Dive	—	—

### Move Tutor

#### Attack

Body Slam
Double-Edge
Mimic
Substitute

### 246: Larvitar™

ROCK GROUND



Height: 2'00"  
Weight: 159 lbs.  
Ability: Guts—When Larvitar has a status condition, its attacks multiply by 1.5.

#### Location(s)

Rarity: Rare  
Seven Island

Rarity: Rare  
Seven Island

#### Evolutions



TM/HM	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM06	Rock Smash

Attacks	Level	Attack
—	—	Bite
—	—	Leer
8	8	Sandstorm
15	15	Screech
22	22	Rock Slide
29	29	Thrash
36	36	Scary Face
43	43	Crunch
50	50	Earthquake
57	57	Hyper Beam

Move Tutor	Attack
Body Slam	Double-Edge
Mimic	Rock Slide



### 248: Tyranitar™

ROCK DARK



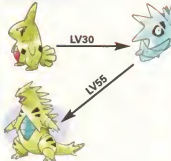
Height: 6'07"  
Weight: 445 lbs.  
Ability: Sand Stream—A sandstorm begins when Tyranitar enters battle.

#### Location(s)

Rarity: Evolve  
Trade from Colosseum  
Evolve Pupitar

Rarity: Evolve  
Trade from Colosseum  
Evolve Pupitar

#### Evolutions



TM/HM	Name
TM01	Focus Punch
TM02	Dragon Claw
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks	Level	Attack
—	—	Bite
—	—	Leer
—	—	Sandstorm
61	61	Screech
75	75	Earthquake
75	75	Hyper Beam

Move Tutor	Attack
Body Slam	Double-Edge
Mega Kick	Mega Punch
Substitute	Mimic
Rock Slide	Counter
Thunder Wave	Selismic Toss

### 247: Pupitar™

ROCK GROUND



Height: 3'11"  
Weight: 335 lbs.  
Ability: Shed Skin—Status effects only last one turn on Pupitar. Has a 30% chance of success.

#### Location(s)

Rarity: Evolve  
Evolve Larvitar

Rarity: Evolve  
Evolve Larvitar

#### Evolutions



TM/HM	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM06	Rock Smash

Attacks	Level	Attack
—	—	Bite
—	—	Leer
—	—	Sandstorm
36	36	Screech
47	47	Scary Face
56	56	Crunch
65	65	Earthquake
65	65	Hyper Beam

Move Tutor	Attack
Body Slam	Double-Edge
Mimic	Rock Slide

## 249: Lugia™



This Pokémon is not available in the United States.

## 251: Celebi™



This Pokémon is not available in the United States.

## 250: Ho-Oh™

POW FLYING



Location(s)

Rarity: Only One  
Trade from Colosseum

Rarity: Only One  
Trade from Colosseum

Evolution

Does not evolve

Height: 12'06"

Weight: 439 lbs.

Ability: Pressure—Opponent uses 2 PPs for damage inflicted against Ho-Oh.

TM/HM	TM/HM#	Name	Level	Attack
TM04		Calm Mind	—	Whirlwind
TM05		Roar	11	Safeguard
TM06		Toxic	22	Gust
TM10		Hidden Power	33	Recover
TM11		Sunny Day	44	Fire Blast
TM15		Hyper Beam	55	Sunny Day
TM16		Light Screen	66	Swift
TM17		Protect	77	Sacred Fire
TM18		Rain Dance	88	Ancientpower
TM19		Giga Drain	99	Future Sight
TM20		Safeguard		
TM21		Frustration		Move Tutor
TM22		Solarbeam		Attack
TM23		Iron Tail		Double-Edge
TM24		Thunderbolt		Substitute
TM25		Thunder		Mimic
TM26		Earthquake		Thunder Wave
TM27		Return		Dream Eater
TM29		Psychic		
TM30		Shadow Ball		
TM32		Double Team		
TM33		Reflect		
TM34		Shock Wave		
TM35		Flamethrower		
TM37		Sandstorm		
TM38		Fire Blast		
TM40		Aerial Ace		
TM42		Facade		
TM43		Secret Power		
TM44		Rest		
TM47		Steel Wing		
TM50		Overheat		
HM02		Fly		
HM04		Strength		
HM05		Flash		
HM06		Rock Smash		



## TM List

#	Name	Type	Power	ACC	PPs	Location
TM01	Focus Punch	Fighting	150	100	20	Silph Co., 5th Floor
TM02	Dragon Claw	Dragon	80	100	15	Victory Road
TM03	Water Pulse	Water	60	95	20	Cerulean Gym
TM04	Calm Mind	Psychic	—	—	20	Saffron Gym
TM05	Roar	Normal	—	100	20	Celadon Dept. Store
TM06	Toxic	Poison	—	85	10	Fuchsia Gym
TM07	Hail	Ice	—	—	10	Victory Road
TM08	Bulk Up	Fighting	—	—	20	Silph Co., 7th Floor
TM09	Bullet Seed	Grass	10	100	30	Mt. Moon
TM10	Hidden Power	Normal	—	100	15	—
TM11	Sunny Day	Fire	—	—	5	Safari Zone
TM12	Taunt	Dark	—	100	20	Rocket Base
TM13	Ice Beam	Ice	95	100	10	Celadon Game Corner
TM14	Blizzard	Ice	120	70	5	Pokémon Mansion
TM15	Hyper Beam	Normal	150	90	5	Celadon Dept. Store
TM16	Light Screen	Psychic	—	—	30	Celadon Dept. Store
TM17	Protect	Normal	—	—	10	Power Plant
TM18	Rain Dance	Water	—	—	5	Route 15
TM19	Giga Drain	Grass	60	100	5	Celadon Gym
TM20	Safeguard	Normal	—	—	25	Celadon Dept. Store
TM21	Frustration	Normal	—	100	20	Rocket Base
TM22	Solarbeam	Grass	120	100	10	Pokémon Mansion
TM23	Iron Tail	Steel	75	75	15	Celadon Game Corner
TM24	Thunderbolt	Electric	95	100	15	Celadon Game Corner
TM25	Thunder	Electric	120	70	10	Power Plant
TM26	Earthquake	Ground	100	100	10	Viridian Gym
TM27	Return	Normal	—	100	20	Route 12
TM28	Dig	Ground	60	100	10	Cerulean City Shop/Celadon Dept. Store
TM29	Psychic	Psychic	90	100	10	Saffron City
TM30	Shadow Ball	Ghost	80	100	15	Celadon Game Corner
TM31	Brick Break	Fighting	75	100	15	S.S. Anne, Celadon Dept. Store
TM32	Double Team	Normal	—	—	15	Safari Zone
TM33	Reflect	Normal	—	—	20	S.S. Anne, Celadon Dept. Store
TM34	Shock Wave	Electric	60	—	20	Vermilion Gym
TM35	Flamethrower	Fire	95	100	15	Celadon Game Corner
TM36	Sludge Bomb	Poison	90	100	10	Rocket HQ
TM37	Sandstorm	Ground	—	—	10	Victory Road
TM38	Fire Blast	Fire	120	85	5	Silph Co., 7th Floor
TM39	Rock Tomb	Rock	50	80	10	Pewter Gym
TM40	Aerial Ace	Flying	60	—	20	Route 9
TM41	Torment	Dark	—	100	15	Silph Co., 4th Floor
TM42	Facade	Normal	70	100	20	unlockable
TM43	Secret Power	Normal	70	100	20	Celadon Dept. Store
TM44	Rest	Psychic	—	—	10	Route 9
TM45	Attract	Normal	—	100	15	Route 24, Celadon Dept. Store
TM46	Thief	Dark	40	100	10	Mt. Moon
TM47	Steel Wing	Steel	70	90	25	Safari Zone
TM48	Skill Swap	Psychic	—	100	10	Route 12
TM49	Snatch	Dark	—	100	10	Rocket Base
TM50	Overheat	Fire	140	90	5	Victory Road

## HM List

#	Name	Type	Power	ACC	PPs	Location
HM01	Cut	Normal	50	95	30	S.S. Anne
HM02	Fly	Flying	70	95	15	Route 16
HM03	Surf	Water	95	100	15	Safari Zone
HM04	Strength	Normal	80	100	20	Fuchsia City
HM05	Flash	Normal	—	70	20	Route 2
HM06	Rock Smash	Fighting	20	100	15	One Island
HM07	Waterfall	Water	80	100	15	Four Island

## Berry List



Name	Effect	Flavor	Amount of Powder
Agavav Berry	Eliminates Sleep condition; confuses Pokémon that dislike bitter flavor	Bitter	50
Aspear Berry	Eliminates Ice condition	Sour	20
Belue Berry	Grows into Belue Berry plant	Spicy, Sour	250
Bluk Berry	Grows into Bluk Berry plant	Dry, Sweet	70
Cheri Berry	Eliminates Paralyze condition	Spicy	20
Chesto Berry	Eliminates Sleep condition	Dry	20
Cornn Berry	Grows into Cornn Berry plant	Dry, Sweet	150
Durin Berry	Grows into Durin Berry plant	Sour, Bitter	250
Figy Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike spicy flavor	Spicy	50
Grepa Berry	Grows into Grepa Berry plant	Dry, Sweet, Sour	100
Hondew Berry	Grows into Hondew Berry plant	Dry, Spicy, Bitter	100
Iapapa Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike sour flavor	Sour	50
Kelpsy Berry	Grows into Kelpsy Berry plant	Dry, Sour, Bitter	100
Leppa Berry	Restores PPs when it's zero	Sweet, Spicy, Sour, Bitter	30
Lum Berry	Cures any status condition	Dry, Sweet, Spicy, Sour, Bitter	30
Mago Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike sweet flavor	Sweet	50
Magost Berry	Grows into Magost Berry plant	Sweet, Bitter	150
Nanab Berry	Grows into Nanab Berry plant	Sweet, Bitter	70
Nomel Berry	Grows into Nomel Berry plant	Spicy, Sour	150
Oran Berry	Restores 10 HPs when it's half or lower	Dry, Sweet, Spicy, Sour, Bitter	30
Pamtre Berry	Grows into Pamtre Berry plant	Dry, Sweet	250
Pecha Berry	Eliminates Poison condition	Sweet	20
Persim Berry	Eliminates Confusion condition	Dry, Sweet, Spicy, Sour, Bitter	30
Pinap Berry	Grows into Pinap Berry plant	Spicy, Sour	70
Pomeg Berry	Grows into Pomeg Berry plant	Sweet, Spicy, Bitter	100
Qualot Berry	Grows into Qualot Berry plant	Sweet, Spicy, Sour	100
Rabuta Berry	Grows into Rabuta Berry plant	Sour, Bitter	150
Rawst Berry	Eliminates Burn condition	Bitter	20
Razz Berry	Grows into Razz Berry plant	Dry, Spicy	70
Sitrus Berry	Restores 30 HPs when it's half or lower	Dry, Sweet, Spicy, Sour, Bitter	30
Spelon Berry	Grows into Spelon Berry plant	Dry, Spicy	250
Tamato Berry	Grows into Tamato Berry plant	Dry, Spicy	150
Watmel Berry	Grows into Watmel Berry plant	Sweet, Bitter	250
Wepear Berry	Grows into Wepear Berry plant	Sour, Bitter	70
Wiki Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike dry flavor	Dry	50



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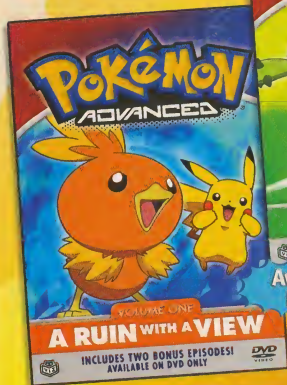
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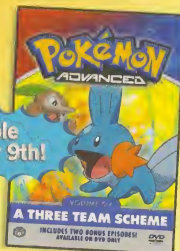
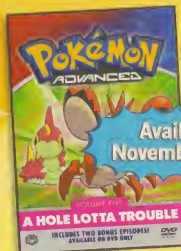
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**008: Wartortle™**

Height: 1'07"  
Weight: 28.5 lbs.  
Ability: Water Veil - Wartortle's first stat (which power) multiplies by 1.2 when its HP is full

STAT	Base	EV	IV	Level	Attack
HP	55	0	0	1	55
Attack	65	0	0	1	65
Defense	55	0	0	1	55
Sp. Attack	65	0	0	1	65
Sp. Defense	55	0	0	1	55
Speed	65	0	0	1	65

**009: Charizard™**

Height: 1'10"  
Weight: 30.5 lbs.  
Ability: Blaze - Charizard's fire attack power multiplies by 1.2 when its HP is low

STAT	Base	EV	IV	Level	Attack
HP	78	0	0	1	78
Attack	84	0	0	1	84
Defense	78	0	0	1	78
Sp. Attack	95	0	0	1	95
Sp. Defense	84	0	0	1	84
Speed	100	0	0	1	100



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